

THE OFFICIAL STAR TREK[®] FACT FILES 120

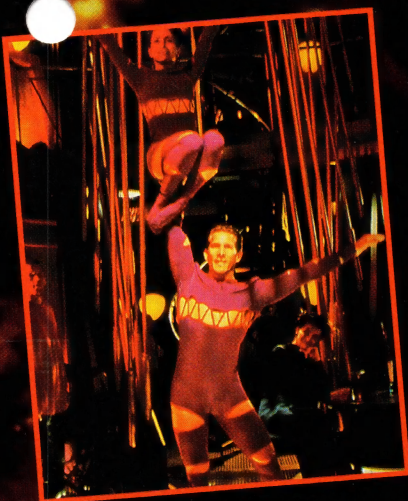


Quark's Early Years
Playing host on TEROK NOR

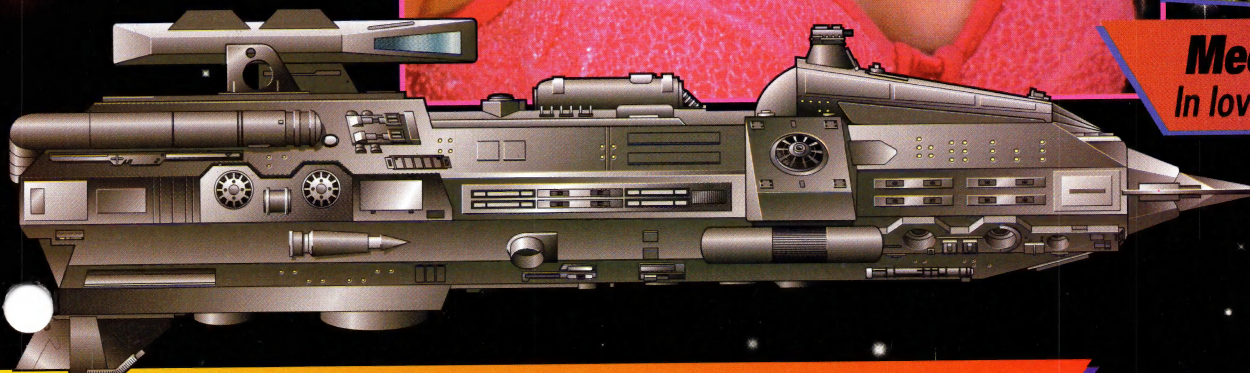
Bajoran Celebrations
The annual festivities of gratitude

Taking a Bet on Dabo
The important role of dabo girls

Role of a Kazon Maje
Complete power over his sect



Meet the Companion
In love with Zefram Cochrane



BAJORAN TRANSPORT SHIPS
Detailed plans of Bajor's versatile vessels

ISSN 1364-3983



2 1>



THE OFFICIAL STAR TREK[®] FACT FILES



CONTENTS: PART 120

The Guide to the STAR TREK Galaxy

The Role of a KAZON MAJE
The BAJORAN GRATITUDE FESTIVAL
The STAR TREK Timeline (Parts 91 and 92)

FEDERATION STARFLEET

FEDERATION EXECUTIVE SHUTTLE

Non-FEDERATION Starships

BAJORAN TRANSPORT VESSELS

Personnel Files

QUARK: Life Before *DEEP SPACE NINE*
RIKER's Early Years
The COMPANION

Equipment & Technology

DABO

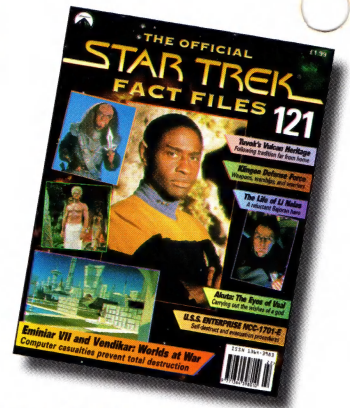
Starship Log

STAR TREK: THE NEXT GENERATION –
'QPid'/'The Drumhead'
STAR TREK: DEEP SPACE NINE –
'Let He Who is Without Sin ...'/'Things Past'

A-Z Access Point

Your continuing alphabetical reference source

COMING
NEXT WEEK:



The Guide to the STAR TREK Galaxy

The KLINGON DEFENSE FORCE
EMINIAR VII & VENDIKAR

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-E:
Autodestruct and Evacuation Procedure

NON-FEDERATION STARSHIPS

The HUNTERS' SHIP
The CARETAKER'S ARRAY

Personnel Files

TUVOK's VULCAN Heritage
LI NALAS
AKUTA

EQUIPMENT & TECHNOLOGY

FERENGI Energy Whips

Starship Log

STAR TREK III: THE SEARCH FOR SPOCK (Part 4)
STAR TREK: VOYAGER – 'Demon'

A-Z Access Point

Your continuing alphabetical reference source

TM, ® & © 1999 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by GE FABBRI Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional photographs supplied with the co-operation of CIC VIDEO

Special thanks to Michael Okuda, Denise Okuda, Rick Sternbach, and the Art Departments for the current STAR TREK series

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editor: Jennifer Cole
Design: Martin Ritchie, Danny Baldwin
Art Coordinator: Emily Mitchell-Heggs
Assistant Editors: Emma Tennant, Marcus Riley, Andrew Littlefield
Associate Editor: Ben Robinson

Authors: Kathe Conti, Michael Conti, Chris Dows, Jonathan Freund, Peter Griffiths, Andrew Littlefield, Bill Margol, Ted Pedersen, Beth Slick, Jim Swallow
Artists: Rob Garrard, Peter Harper, Ian Fullwood, Stuart Wagland, Adam Willis

Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Waddington Chorleys PFB Ltd

Trade distribution by COMAG (Tel. 01895 444055)
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday

CUSTOMER SERVICES

UK AND EIRE
COLLECTING YOUR MAGAZINES
WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.
SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.

BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. *POSTAGE IS FREE*. (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:

The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS

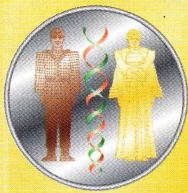
BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:

Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

New Zealand: Netlink Distribution Company, Private Bag 92-514 Wellesly Street, Auckland.

South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

Malta: Back numbers are available through your local newsagent.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 6F



OTHER GROUPS
AND RACES

THE ROLE OF A KAZON MAJE

The ruthless and aggressive Delta Quadrant race known as the Kazon are fragmented into a collection of clans and tribes that are constantly in conflict over territory and possessions. Each Kazon sect falls under the leadership of a single warrior, the first maje.

The different sects of the **Kazon collective** vary in strength, combat capabilities, and style of dress, but they also share a number of common factors. Each Kazon sect seems to adhere to the same tribal structure, which places a single male in a position of supremacy above all others. Known as the **first maje**, this Kazon warrior acts as a combination of tribal headman, starship commander, military general, and lawmaker. It is often the maje who makes first contact with another ship, or who decides which sects can be considered allies and which enemies – and when this situation should change. In short, they make all the important decisions that affect the members of their sect.

The making of a maje

The definition of the term 'maje', apparently a Kazon word, is nebulous, but it appears that it is used in a similar manner to the generic 'leader', or 'chief'. Most sects seem to have a number of lower-ranking majes serving under the first maje.

A lesser maje might be placed in charge of a Kazon warship, such as their massive **Predator-class** vessels, scoutships, or smaller fighter-sized



▲ **Maje Culluh wears a shorter jacket than other members of his sect, although the exact significance of the uniforms is unknown.**



▲ **Some majes will form alliances with others as they seek to strengthen their particular sect, but the Kazon collective has had no single governing body since they overthrew the Trabe.**

Kazon hairstyles tend to be very elaborate, and may indicate status within the sect.

Kazon majes can often be identified by their outfits, which may be more ostentatious than that of lower-ranking sect members.

This first maje of the Kazon-Nistrim wears a sash with a series of colored metallic rings along its length. These may be indicators of rank, or awards for valor and combat prowess.



GALAXY FACTS

▶ Culluh serves as first maje of the Nistrim; Haron for the Relora; Minnis for the Pommar; Loran for the Hobii; Valek for the Oglamar; Surat for the Mostral; and Jabin for the Ogla.

▶ Former Maquis and U.S.S. *Voyager* crew member Seska makes a pact with Maje Jal Culluh of the Kazon-Nistrim, and attempts to take control of the Federation ship.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 6F

THE ROLE OF A KAZON MAJE



OTHER GROUPS
AND RACES

▶ A maje has the power to cast out youths who fail to make their first kill. Maje Razik is about to do this to Kar, a young boy in his sect, until Kar assassinates him with the help of Commander Chakotay.



▶ As first majes of the Kazon sects arrive at the peace conference on Sobras, they are presented, by name, to those already gathered. This is a show of power as much as a means of introducing individuals to one another.



▶ Captain Kathryn Janeway meets with First Maje Jal Culluh as part of an attempt to forge an alliance between the crew of U.S.S. *VOYAGER*, the surviving Trabe peoples, and all the sects of the Kazon collective.

battleships, but it appears that the first maje acts as the given sect's supreme commander.

It is likely that to rise to the post of first maje, a Kazon warrior would first have to have served as maje of a smaller group. Given the extremely warlike and violent nature of Kazon society, it is probable that promotion to the position

of first maje only results after the forced 'retirement' of the previous first, no doubt by swift and bloody means. If the maje dies in battle, or is murdered by a lower-ranking member of the sect, his previous second-in-command will usually take over, rather than the power passing directly to the one who killed him.

In some sects, however, the position is apparently inherited, although perhaps still through violent means, as natural death seems to be a rare end for a Kazon warrior.

As an example of an inherited post, it is noted that **First Maje Jal Culluh**, of the **Kazon-Nistrim**, has not led the sect as well as his grandfather did, and the sect's importance within the Kazon collective has waned under his command. So far, however, it seems that none of his men have chosen to oppose him.

Ultimate power

Part of an aggressive warrior-based, male-oriented society, all the Kazon sects prize the traits

of strength and fortitude, and admire cunning and ruthless warriors within their own ranks. To become a maje, a Kazon warrior must begin to display these capabilities from an early age. Failure to exhibit the required killer instinct results in an early death.

It is important for

younger members to keep on the right side of a maje, as the commander of a starship holds the right to direct their lives. A Kazon crew often contains young boys who have not yet reached adolescence, or made their first kill. It is the maje, and he alone, who decides when these novices should be allowed to join in the battles. It is important that

a maje makes an accurate decision about when a boy is ready to become a man; there is only one chance to succeed in Kazon society, and if the child fails, he will become an outcast. Obviously, it is within the maje's best interests to ensure that as many youths as possible succeed, and become warriors, so that the sect is strengthened.

The maje of a Kazon sect wields an absolute power uncommon among the advanced races of the 24th century. It is a position that demands great responsibility, and, for a maje who wields his power wisely, the rewards are many.

ESCAPING OPPRESSION

The first maje?

Common to the many Kazon sects, across the entire range of their nomadic culture, is the story of the leader who brought freedom to his species, and caused them to rise up in opposition to the Kazon's oppressors, the Trabe. Trabe forces had long ago subjugated the Kazon civilization, which, although advanced both culturally and technologically, was divisive, and comprised of ideologically different tribal sects. In order to maintain superiority over the Kazon, the Trabe encouraged conflict between the sects; but, in 2346, a Kazon named Jal Sankur united his people, becoming in effect the first true Kazon leader in years. Under his command, the Kazon overthrew the Trabe, took their starships and technology, and escaped into space. The Kazon continued their infighting, however, and their unity was eventually shattered.



▶ All Kazon majes hope to better their sect's standing within the collective.

▶ In 2372, majes from the Nistrim, Hobii, Mostral, and Pommar sects arrive on the planet Sobras, for a summit meeting with Captain Janeway and Mabus, a Trabe leader.





The Guide to the STAR TREK Galaxy

FILE 10 CARD 10



THE BAJORAN GRATITUDE FESTIVAL

The Bajoran Gratitude Festival, an annual holiday which used to be known as the Peldor Festival, is a time when the Bajoran people exorcise their troubles by taking part in a symbolic ritual. They then enjoy several days of fun and celebrations with their family and friends, by eating, drinking, and revelling in the carnival atmosphere.

The Bajoran people are a deeply spiritual race, who place great emphasis on their customs and traditions. The brutal occupation of their world by the Cardassians is still a painful memory, but there is one annual celebration that embraces all the hope and optimism this proud and strong people have managed to retain, despite their recent hardships. This celebration, known as the **Bajoran Gratitude Festival**, is a worldwide holiday that lasts several days; it is a time for everyone to enjoy themselves, and put past difficulties behind them.

The festival is steeped in history, and the earliest records can be traced back more than 20000 years. It is known that in such fabled locations as the previously lost city of **B'hala**, the event would

take place once a year, as it still does on modern **Bajor**.

On the eve of the ancient celebration, once known as the **Peldor Festival**, the temple bells would ring into the night. **Bateret leaves** would be burned, as they are today, releasing a strong aroma of incense which could be found all over the city. The original name of the festival also explains the traditional greeting of "**peldor joi**," a salutation that is still used at this very special time of year.

Festive decorations

Many of the activities for the festival are thought to have centred around 11-meter-high obelisks known as **bantacas**. These impressive ancient spires were made from hundreds of stones, which fitted together so exactly that no mortar was required to

hold them in place. It is widely believed that most Bajoran cities had their own bantaca, and that it symbolized the city's place in the cosmos.

The modern festival uses many other ancient symbols and trappings of Bajoran culture. On the morning of the first day, decorations are placed around the towns and cities, with special attention given to local temples. The Bajoran national motif is in evidence on many flags and symbols, along with such culturally significant icons as suns and moons.

In any location where festivities are held, one will find a nominated **Presidor**, who coordinates the preparations for the festival, and organizes everything from live music to the food.



▲ During the Bajoran Gratitude Festival, there are many forms of entertainment on display, including colorful jugglers, and spectacular acrobats.



▲ Holding the Gratitude Festival on **DEEP SPACE NINE** allows the myriad other races stationed there to enjoy this popular Bajoran tradition.

RENEWAL SCROLLS

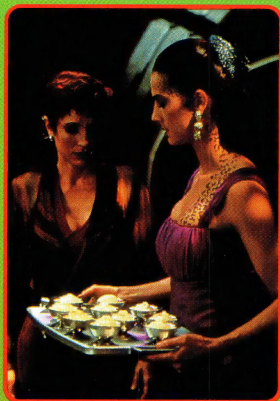
Making a fresh start

Deep Space Nine is in close proximity to Bajor, and the majority of people living on the station are Bajoran, so the residents also join in the celebrations. In 2371, Major Kira is elected 'Presidor': she officially starts the festival by lighting a brazier outside the Promenade's Bajoran temple. She then places Renewal Scrolls, onto which people have written their problems, into the fire, symbolically turning their troubles to ashes.

▶ Dax and Morn follow the Bajoran tradition of making a clean start in life: members of other races are more than welcome to join in the festival's spiritual and secular activities.

▶ Major Kira begins the festivities by pouring the contents of two glass containers into a brazier. This mixture spontaneously ignites, and the celebrants can then burn their Renewal Scrolls.





▲ **Benjamin Sisko, with the assistance of Kira and Dax, hosts a Gratitude dinner for his friends and colleagues on the station.**



The Guide to the STAR TREK Galaxy

FILE 10 CARD 10

THE BAJORAN GRATITUDE FESTIVAL



As it is a public holiday, no Bajorans work, and so the streets are usually quiet at this time, as people ready themselves for the official afternoon opening of the festival, under the direction of the Presidor. This official may also be called upon to perform an ambassadorial role,

as delegates from many worlds use the festival as an opportunity to show their support for Bajor and its people.

With street entertainers, jugglers, and acrobats entertaining the crowd up to the opening speech, a ceremonial gong is sounded by a child, to call the people to their local temple. There, the Presidor will be greeted by warm applause, as they climb upon an ornate podium.

Traditional opening

The Presidor holds aloft two decorative glass containers; this is the signal for the crowd to fall silent, as a short incantation is recited. On the last word, the two transparent vessels are lowered, and their contents poured into a tall, narrow glass, which is in turn connected to a thin tube at its base. When the liquids from each container are mixed, they turn a bright blue, and the fluid runs down the long tube into a large metal brazier.

When the blue liquid makes contact with the insides of the brazier, a blue flame spontaneously

ignites. This event signals more applause, as the Gratitude Festival has now officially commenced.

Central to the festival is the idea of putting one's troubles aside, and making a new start. This is symbolized by the use of **Renewal Scrolls**, small pieces of paper that are rolled and kept together with a band, on which the participants write down their fears and problems. The Presidor gathers all the Renewal Scrolls together, and places them into the brazier. He or she then says "As the Scrolls burn, may your troubles turn to ashes within them." When this gesture is completed, a final statement is made before the celebrations get under way: "May the Prophets walk with us."

Let the revels begin

This is the cue for the musicians to start playing once again, for the street entertainers to resume their acts, and for other Bajorans to place their scrolls in the flames. Taller braziers are placed around the festival site close to where the scrolls are laid out, so there is plenty of opportunity for

GALAXY FACTS

During the 2371 Gratitude Festival, Quark tries to make a profit by selling latinum-plated, **Renewal Scroll** inscription pens.

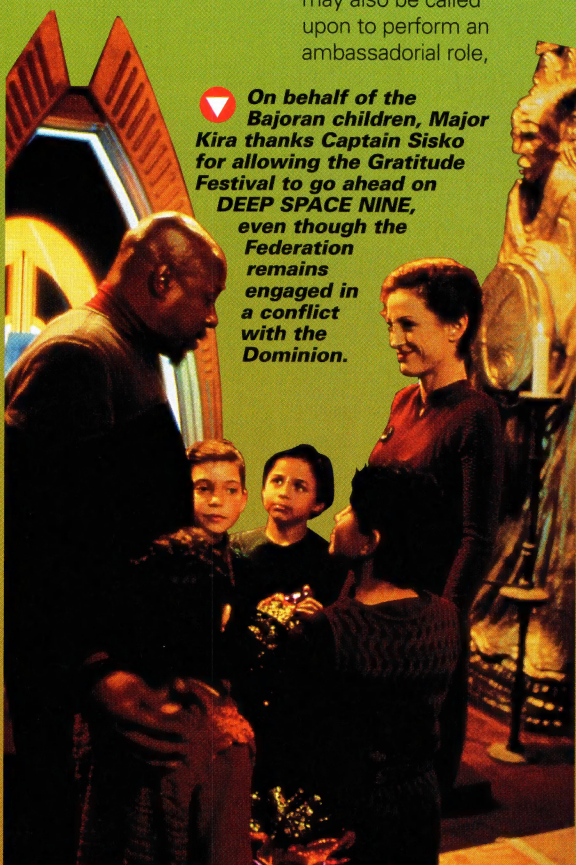
Symbols carved into one bantaca spire help provide clues that lead to the discovery of the ancient Bajoran city of B'hala, which has been buried for 20000 years.

everyone to celebrate the prospect of a brighter tomorrow.

These festivities are a time for friends and families to get together, with formal meals lasting into the early hours. Gratitude dinners are a private way of celebrating, and they have their own symbolism, through the use of decorations and banners around the meal table.

The Bajoran Gratitude Festival is a time of joy and healing, as well as a symbol of the Bajoran people's friendliness and hospitality. The fact that they survived through terrible times gives extra poignancy to the event, the purpose of which is to forget past troubles and look to a brighter future for Bajoran society – one that every member can now see clearly.

▼ **On behalf of the Bajoran children, Major Kira thanks Captain Sisko for allowing the Gratitude Festival to go ahead on DEEP SPACE NINE, even though the Federation remains engaged in a conflict with the Dominion.**



HIDDEN DESIRES

Festival of romance

In 2371, the Bajoran Gratitude Festival on *Deep Space Nine* is subject to even more high spirits than usual. This is due to the presence of Lwaxana Troi, who arrives for the festival as an official representative of Betazed, unaware that she is suffering from Zanthi fever. This is a condition that effects the empathic abilities of Betazoids, causing them to project their feelings onto others. As usual, Ambassador Troi is preoccupied with amorous and romantic thoughts, and these emotions are transferred to those with whom she comes into contact on the station. This has somewhat awkward consequences; already slightly intoxicated by the party atmosphere, people start to act on the latent feelings they harbor toward one another, before they realize what is happening. Jake falls for Kira; Bareil falls for Dax; Dax falls for Sisko; Kira and Bashir fall for each other; Quark falls for Keiko, and Lwaxana falls for Chief of Security Odo.

▶ **Ambassador Lwaxana Troi arrives on DEEP SPACE NINE to participate in the festival, but unwittingly transfers her turbulent emotions onto others, with near-disastrous results.**

▼ **Jake cannot help acting on his previously-suppressed feelings for Kira, after the Zanthi fever causes Lwaxana Troi to inadvertently stir his amorous emotions.**



▶ **Quark is not well known for repressing his desires, but even he would not normally make a pass at Keiko O'Brien, unless affected by outside influences.**



FILE 30 RUNABOUTS AND SHUTTLES

TYPE:

EXECUTIVE SHUTTLE

ASSIGNED TO:

STARFLEET COMMAND

REGISTRY No.

NAR-25820

CLASS:

SYDNEY-CLASS TRANSPORT

Day-to-day transport operations between Federation planetside facilities and starships, or orbital installations, are not always accomplished by the use of transporter systems; in many situations, material or personnel are conveyed via the slower medium of a shuttlecraft.

There are many reasons for using this apparently less efficient method of transport. Some items are adversely affected by the transport process, such as unstable biomatter, while some species and individuals prefer not to be beamed from one location to another, disliking the idea of their atoms being scattered across space. Another factor is that some planetary atmospheres can interfere with the safe use of transporters, making such travel dangerous. In all cases such as these, shuttlecraft offer a viable alternative.

Prestigious transportation

In some instances, the ceremonial nature of ship-to-ship travel, harking back to the ancient sea-going naval traditions out of which much of the Federation's Starfleet grew, is more important than the practical considerations of a virtually instantaneous transfer. Esteemed guests may enjoy a more leisurely journey through space to a momentary beaming, with the opportunity to savor a dramatic view of the ship or station they are boarding; such facilities often provide a beautiful and dramatic vista against the backdrop of space, reminding even the most important dignitary of his or her place in the universe. Shuttles are often used for this purpose, and, in some situations, noted V.I.P.'s may have a shuttlecraft permanently on call for their personal use.

A Starfleet captain in command of their own vessel may have a *Travel Pod* or *Captain's Yacht* for their discretionary use, but for visiting guests, an *Executive Shuttle* may be assigned to them for the duration of their visit. During the 2290's, the class of ship used for this purpose is

slightly larger than the standard shuttles of the era. Externally, such craft are similar in size and design to other *Sydney-class* transport ships, such as the *U.S.S. Jenolen*.

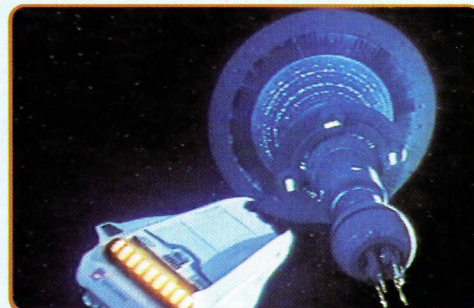
Designed especially for use by V.I.P.s, the *Executive Shuttle* is rather more well-appointed than the standard version. It is not confined by practical requirements, and is equipped with more comforts and accommodations than would normally be available. In many ways, this vessel is a precursor for the later *Danube-class Runabouts*, equipped with a powerful impulse drive, and two discreet warp nacelles that protrude from the rear quarter of the craft. It is, however, typically used only within a star system, and not for longer journeys.

Historic occasion

The *Executive Shuttle* bearing the registration *NAR-25820* is a typical example of its class. The ship's NAR registration prefix indicates that, although it is on secondment to *Starfleet Command*, as noted on the shuttle's pennant, it is, in fact, classed as a civilian ship, and not a Starfleet vessel.

In 2293, this ship is placed on temporary attachment to the senior staff of the *U.S.S. Enterprise NCC-1701-A*, under the command of *Captain James T. Kirk*. It is used to convey Kirk, *Captain Spock*, *Dr. Leonard McCoy*, and other members of the *Enterprise's* bridge crew from Starfleet Command in San Francisco, on Earth's North American continent, to *Spacedock*, in geostationary orbit, where the *Enterprise* is docked.

On *Stardate 9521*, the shuttle takes Kirk and his staff on the first leg of their historic mission to meet with *Chancellor Gorkon*, of the *Klingon High Council*, in order to begin negotiations for the *Khitomer Accords*. These will eventually end the decades of hostility between the Klingons and the Federation. The *Executive Shuttle* plays a small, but vital, part in this process.



▲ An *EXECUTIVE SHUTTLE*, registration number *NAR-25820*, escorts *Captain Kirk*, *Captain Spock*, and *Dr. McCoy* on the first leg of their historic journey to commence a peace treaty with *Chancellor Gorkon*, of the *Klingon Empire*.



▲ The command staff of the *U.S.S. ENTERPRISE NCC-1701-A* are typical of the V.I.P.'s who would expect to travel in *EXECUTIVE SHUTTLES*. They are provided with the best transport available.

SEE OTHER FILES...

U.S.S. ENTERPRISE NCC-1701-A:.....File 22

STARBASES AND SPACE STATIONS:.....File 32

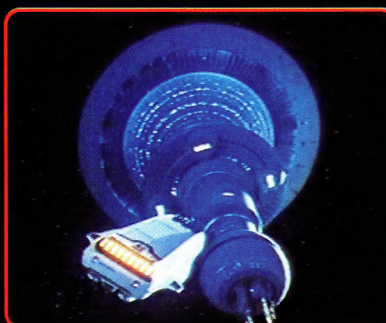
OTHER CARDS IN THIS FILE...

- 2 VULCAN SHUTTLE
- 3 ORBITAL SHUTTLE
- 4 DANUBE-CLASS RUNABOUT

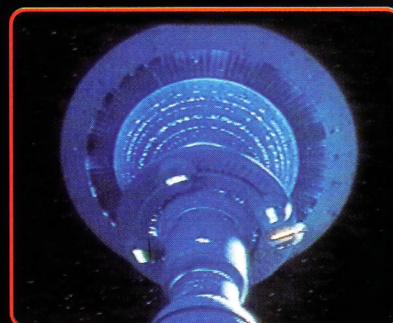
MULTI PURPOSE SHUTTLE

Travel in style

Unlike the standard Starfleet shuttlecraft in service aboard starships such as the *U.S.S. Enterprise NCC-1701-A* in the early 2290's, the *Executive Shuttle* is furnished in a more elegant and comfortable fashion. Standard shuttles, such as the *Enterprise's Galileo NCC-1701-A/7*, must perform a variety of missions, from simple carriage of cargo through to duty as a makeshift lifeboat in emergency situations, but the executive shuttle is designed specifically to fulfill a courier function. Often, visiting alien dignitaries and diplomats, as well as high-ranking Starfleet personnel such as admirals, require a small, auxiliary vessel for transport purposes, and this class of ship is provided for use at their discretion. Starfleet officers of particular note, or diplomatic standing, may have a craft of this class on permanent standby for their exclusive use, if circumstances require it.



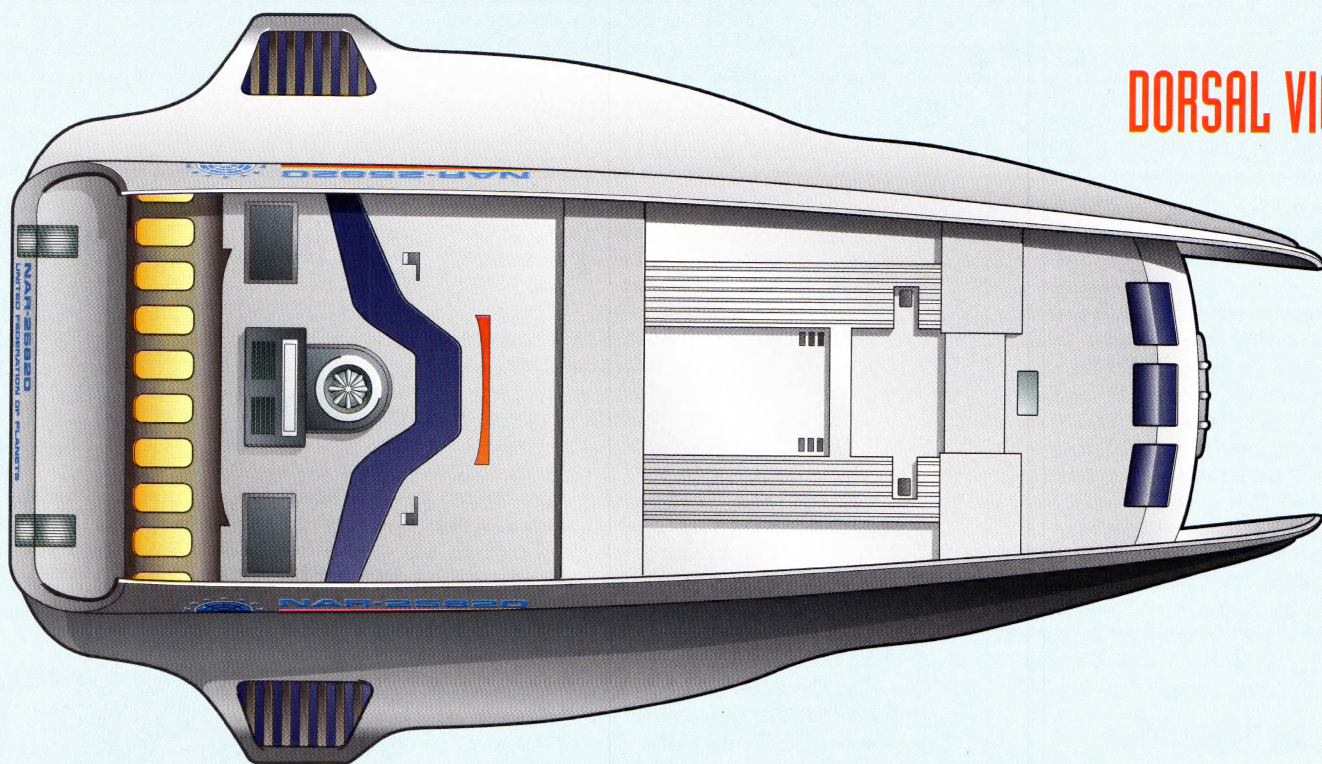
▲ The streamlined shape of the *EXECUTIVE SHUTTLE* indicates that it is capable of flight within a planetary atmosphere, as well as warp and impulse-powered travel in the vacuum of space.



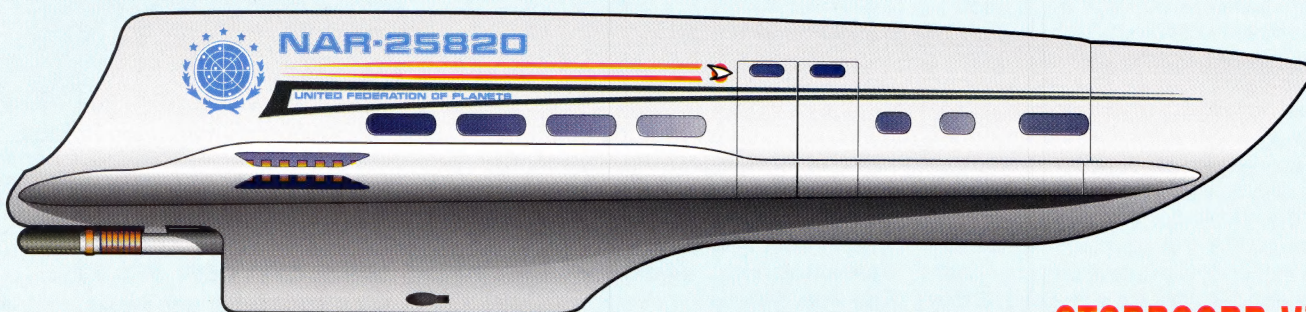
▲ Shuttlecraft of this class are often based on orbital starbases, and are frequently used to ferry V.I.P.'s over relatively short distances. Their comfortable interiors make them ideal for diplomatic functions.

Executive Shuttle

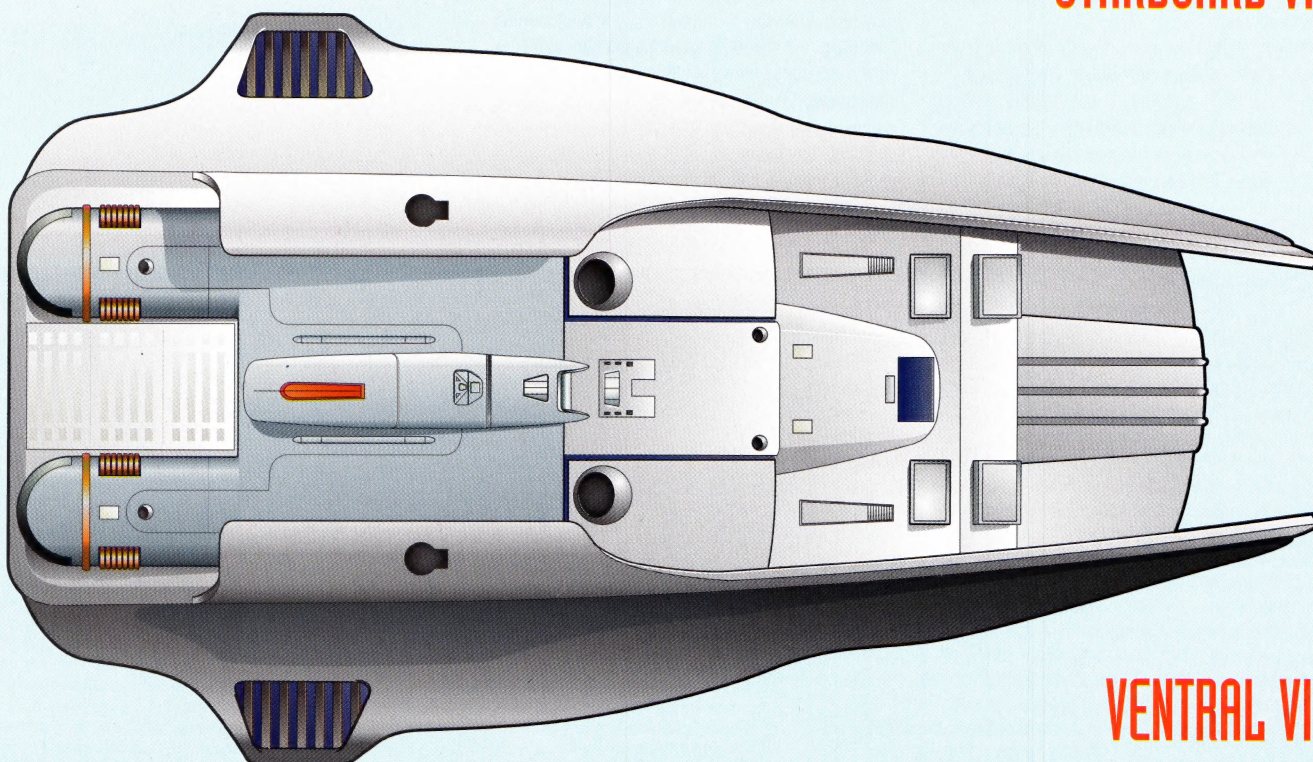
In the 23rd century, **transporters** are the fastest way to travel, but there is still a need for transport via shuttlecraft. These small vessels can be used for military or civilian purposes, and, most often, to transport prestigious personnel.



DORSAL VIEW



STARBOARD VIEW



VENTRAL VIEW

FILE 51 FERengi PERSONNEL

Quark: Life before DEEP SPACE NINE

In the years before his tenure as barkeep on the space station *Terok Nor*, later known as *Deep Space Nine*, Quark's life is a mixture of achievement, failure, and scandal — a fitting beginning for this atypical Ferengi.

From an early age, the Ferengi named **Quark** has fervently accepted his people's profit-obsessed values and traditions, particularly those which can help him acquire more of his beloved **gold-pressed latinum**.

Quark grew up as part of a typical nuclear family on **Ferenginar**, the Ferengi homeworld, where he lived with his father, **Keldar**, mother **Ishka**, and his younger brother, **Rom**.

A mother's love

Ferengi children show a great deal of love for their mothers, even though women are considered inferior to men in their society. Quark and Rom even have a pet name for their mother: **Moogie**. Ishka is more outgoing than is traditional for a Ferengi mother, flouting such taboos as the wearing of clothing, and this did not always sit well with Quark's childhood friends. He remembers how much the other children's insults regarding his mother hurt his feelings; playground

taunts of "Your mother won't chew your food!" and "Your mother talks to strangers!" became commonplace during his youth.

Quark knew, however, that it was his mother, far more than the ineffectual Keldar, who had the lobes for business, and he subconsciously used her as his role model. His father bought him his first copy of the **Rules of Acquisition**, but it was his mother who helps him to memorize all 285 rules. Quark would like to be thought of as the epitome of Ferengi manhood, but his mother's influence sometimes guides his decisions, causing him to bend or break certain traditions.

Childhood days

Ishka's nonconformist behavior did not get in the way of Quark enjoying a normal childhood. He still recalls, with great fondness, a tale from his favorite storybook, and later enjoys reading this to his nephew, **Nog**: "See **Brak** acquire. Acquire, Brak. Acquire!"

Like other youngsters

PROFILE ON QUARK

NAME: Quark

LIFE FORM: Ferengi male

FAMILY: Ishka [mother], Keldar [father], Rom [brother], Nog [nephew].

EARLY CAREER: After completing his Attainment Ceremony, Quark was first apprenticed to a local subnagus. Later, after a scandal involving the subnagus's sister, he left to serve for eight years as ship's cook aboard a Ferengi trading vessel, before eventually setting up his beloved bar.

FIRST SEEN: Emissary [DS9]



Like most Ferengi, Quark is indoctrinated at an early age with his race's love of profit and wealth. He has always intended to make as much of both as he possibly can, but circumstances often conspire against him in the never-ending quest for latinum.

throughout the **Alpha Quadrant**, Ferengi children have fun, get into trouble, and can even be found playing with such frivolous items as toys. As a child, Quark often played with his prized set of **Marauder Mo** action figures. He later claims that he did not think of them as toys, but as "shrewd investments," but Ishka points out that Quark would have been

even more astute if he had kept them in pristine condition, in their original packaging. The action figures have dramatically increased in value since Quark's youth, but he steadfastly refuses to sell. Some things are not for sale; perhaps uniquely, the sentimental value these toys hold is worth more to Quark than mere latinum.

As with other young Ferengi, Quark attended school, where he was

educated in important subjects, such as economics, calculus, and business studies.

An educated Ferengi

The Ferengi have a high regard for some areas of academic study, especially the field of economics, but they consider others, such as art and literature, unnecessary. Knowledge is power, and power leads to more latinum; a basic grounding in such subjects

QUARK'S FAMILY



★ Motherly, brotherly love

Quark has often suffered because of the actions of his slow-witted brother, Rom, and his rebellious mother, Ishka. He still cares for both of them, even if he will not admit it.



★ A shoulder to cry on

Things look dark for Quark after he loses his business license, but he seeks comfort in the arms of his loving mother, Ishka — or 'Moogie,' as he and Rom nicknamed her.

★ Full throttle

Sibling rivalry is as common on Ferenginar as it is on other worlds. Quark and Rom fought over trivialities as children, and still continue to argue and bicker as adults, but they are fond of one another nonetheless.



OTHER CARDS IN THIS FILE...

- 2 ROM
- 3 NOG

SEE OTHER FILES...

THE FERengi ALLIANCE.....File 14
STAR TREK:
DEEP SPACE NINE.....File 70

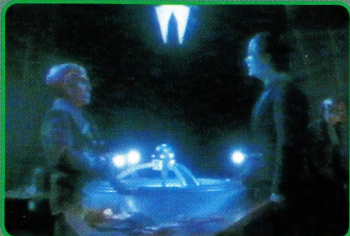


Quark: Life before DEEP SPACE NINE



★ Love is in the air

Quark states that romance is a distraction from gathering wealth and power, although he himself has been distracted several times, such as with Cardassian Natima Lang, in 2363.



as calculus and chemistry could prove profitable in the future, so Ferengi children are encouraged to learn these disciplines.

Growing up Ferengi

Upon his graduation, Quark followed the traditional path to Ferengi adulthood. He left home in 2351, upon reaching his **Age of Ascension** and completing his **Ferengi Attainment Ceremony**; in this tradition, a Ferengi sells off the trappings of his younger years, and uses the profits to finance his start into adult life, often by bribing entry into a lucrative career. The latinum that Quark received from the auction served as the seed money for what he hoped would be a smooth climb up the ladder of success.

As has been the Ferengi way for thousands of years, Quark used part of his latinum as a well-placed bribe, and was apprenticed to a district **subnagus**. There, he acted appropriately as a groveling subordinate, until he became

★ Host to all

Quark is a shrewd businessman who cares little about whom he serves, as long as he collects the profits. His bar prospered under the Cardassians, and does just as well under the Federation.

"You're a manipulative, self-centered conniver ..."

— Ishka to Quark

romantically entangled with the subnagus's attractive sister, and was summarily dismissed from his apprenticeship.

This was one of the first signs that Quark is not absolutely bound by Ferengi business principles, despite his frequent assertions to the contrary. Quark vowed to never again let love – or lust – interfere with business. He mostly manages to abide by this promise, although, in later years, he does come close to breaking his vows.

Deep space duty

Following Quark's scandalous dismissal from his apprenticeship in the early 2350's, he spent eight years serving on an undistinguished Ferengi trading vessel. Perhaps in an attempt to escape his shame at being caught out, he worked his passage throughout Ferengi space, and along its trading routes, as the ship's cook. His travels far beyond Ferenginar took him away from his home planet during the dark days of the **Great Monetary Collapse**, a black chapter in his people's history. Years later, he remembers the horror of those times in an attempt



★ Bar fly

A permanent fixture at Quark's bar since the earliest days of his ownership is Morn, a regular customer whom Quark says he "treasures." He certainly treasures Morn's bottomless thirst for drinks.

to empathize with his human **Starfleet** friends, who fear for the safety of Earth during the threat of a **Dominion** invasion.

Despite the problems that occurred on his homeworld, Quark used his time on board the trading freighter wisely, steadily building up his savings of latinum, and planning for the financial security of his immediate future. Around 2360, Quark at last left his shipboard job, and came to the **Bajor** system, using what latinum he had earned and hoarded to buy a **Promenade** establishment on the **Cardassian** space station known as **Terok Nor**, later to become **Deep Space Nine**. With typical humility, he named the new establishment **Quark's bar**, and later hired his brother, Rom, to work as his assistant.

Profit bar none

This was a business opportunity that opened up entirely new profit-making vistas, and, even though his well-hidden altruism sometimes came through, Quark was one of the few occupants of **Terok Nor** to prosper under the Cardassians' brutal rule. He happily sold a variety of drinks to the Cardassian staff, and, more generously, sold food to the subjugated Bajorans at a profit margin so small it would disgust most Ferengi.

The withdrawal of Cardassian forces from the sector, and subsequent discovery of a nearby stable wormhole, only increases Quark's chances of gaining more of his beloved latinum. Whichever race or organization controls the station, Quark knows they will appreciate a well-stocked bar.

TROUBLES FROM THE PAST

Memories of Terok Nor

Quark has used his bar as a front for several shady and outright illegal dealings since his earliest days aboard **Terok Nor**, later **Deep Space Nine**. He flouted Cardassian regulations by selling food to Bajoran slave laborers on the station, as well as running a number of other black-market operations under the watchful eye of the station's Chief of Security, Odo. After the Cardassian withdrawal of 2369, Commander Ben Sisko uses a touch of blackmail to 'persuade' Quark to remain on the station, thereby maintaining an element of continuity between the two regimes. Quark continues to complain about Odo's vigilant surveillance to this day.



▲ Quark consistently maintains his facade as an innocent bartender in the face of Odo's interrogations, but his illicit deals and operations continue to the present day.



▲ Quark's actions on **TEROK NOR** return to haunt him in 2370, when a bribe to recover a list of collaborators nearly gets him killed.



▲ During the occupation, Quark engaged in shady dealings with Pallra, a suspect in the murder of her husband on **TEROK NOR**.

FILE 43 STARFLEET PERSONNEL

Riker's Early Years

William Riker is descended from a long line of celebrated career men, from as far back as the American Civil War's **Colonel Thaddius Riker**, to his own father, **Kyle Riker**. That Will has inherited the drive and ambition of his ancestors is evident long before he joins **Starfleet**.

It is a credit to **Starfleet's Commander William Riker**, first officer of the **Sovereign-class U.S.S. Enterprise NCC-1701-E**, that, in spite of the pressures he endured as a child, he became the confident, friendly, and well-adjusted officer he is today.

Born on August 19, 2335, in the city of Valdez, Alaska, on Earth, the infant Riker was to become yet another in an illustrious line of tough and successful career men, that stretches back many hundreds of years. One particularly significant ancestor was **Colonel**

Thaddius Riker, an officer nicknamed 'Old Iron Boots Riker' by his men. He fought under General W.T. Sherman in the American Civil War and, as commander of the 102nd New York Battalion at the Battle of Pine Mountain, was wounded during the epic march to Atlanta in 1864, and would not have survived had he not been carried for two miles from the front line to receive treatment. This powerful determination to cling on to life is also seen in **Kyle Riker**, Will's father, who managed to survive

PROFILE ON A YOUNG RIKER

NAME: William Thomas Riker

LIFE FORM: Human male

DATE OF BIRTH: August 19, 2335

PLACE OF BIRTH: Valdez, Alaska, Earth.

FAMILY: Kyle Riker [father], Betty Riker [mother]

REMARKS: The death of Will's mother while he was still very young was an extremely formative event in the life of this future **Starfleet** commander. His childhood with his demanding father taught him to be independent and self-reliant.

FIRST SEEN: 'Encounter at Farpoint' [TNG]



▲ Will Riker is considered to be one of **Starfleet's** finest. Will was raised by his strict and demanding father, who insisted on testing his son at every stage of his development, and this gave him the strength and self-reliance needed to become an exemplary starship officer.

MEET THE ANCESTORS



▲ One of Will's illustrious ancestors was **Colonel Thaddius 'Old Iron Boots' Riker**, who fought under General Sherman during Earth's American Civil War.



▲ In 2372, Will is transported to the **Delta Quadrant**, where he learns that a member of the **Q** saved **Thaddius Riker's** life.

▲ **Kyle Riker**, Will's father, a civilian advisor to **Starfleet**, is noted for his involvement in the conflict with the **Tholians** during 2353. The father-son relationship between the two men has always been strained.



▲ In his youth, young Will Riker took on his father at the martial arts discipline of **anbo-jytsu**. He was unaware that as he grew older, and more skilled at the game, his father began to use illegal moves in order to beat him, and thus keep him "challenged."

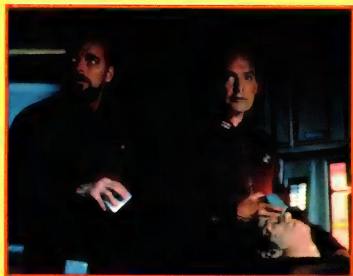
OTHER CARDS IN THIS FILE...

27 CAPTAIN PICARD
30 DEANNA TROI

SEE OTHER FILES...

STAR TREK: THE NEXT GENERATION.....File 69
STAR TREK GENERATIONS..File 78
STAR TREK: FIRST CONTACT.....File 79
STAR TREK: INSURRECTION.....File 80

Riker's Early Years



▲ **As a young ensign, Riker stood by his captain, but years later he knew when to admit that Erik Pressman had gone too far.**

Kyle took Will, at the age of nine, on a fishing expedition; when the boy caught a huge fish, his father insisted on reeling in the catch himself, in case the boy lost hold of it. A picture exists of Will holding the fish, but what remains most vivid in his memory is the lack of confidence his father had in him. Such incidents served to further distance Will from his father, though equally, his continued exposure to Kyle's false humility, and demands for respect, taught Will to value truth and honesty in a person above all else.

Competitive spirit

Kyle's competitiveness with his son reached its peak through their regular bouts of **anbo-jytsu**, an advanced form of martial arts. By the time Will was 12, his skill had developed to such an extent that

his father had to cheat to win; he later claims to have done so in order to keep his son challenged.

The animosity between father and son continued to grow, and Kyle Riker left his son at the age of 15, too hurt to ever explain how much he still missed Will's mother, and how much closer he would have preferred to be to his son.

This harsh childhood left the teenage Will with a determination to never give up. He would learn much later that the father he hated so much actually did love him, an admission that helps to erase the animosity between them.

Close confidante

Will concentrated on his studies, and won admission to **Starfleet Academy** at the age of 18, in 2355. At this stage, many of the traits **Captain Picard** would later come to admire had already begun to develop. His innovation won him praise, notably during one particular simulation, when he used a **Tholian** ship's sensor blind spot as a hiding place for his own vessel. Popular with his peers, he finished 8th overall in his graduation class, and his enthusiasm and commitment were never in question.

At the age of 21, Ensign Riker's first assignment was as helm officer to the secret **U.S.S. Pegasus NCC-53847** test project,

▼ **Riker's posting to Betazed sparked off a romance with Deanna Troi. Their love did not last, but they remain friends, and have recently become close again.**

▶ **Tom, Will's transporter 'twin', remained in love with Deanna while stranded on Nervala IV, even though Will did not.**



under the command of **Captain Erik Pressman**. As his first commanding officer, Pressman was hugely influential on Riker, and it was not until years later that Riker would realize that standing by one's superior officer is not always the best, or right, thing to do.

Over the next three years, Ensign Riker continued to gain experience, and was rewarded with a promotion to the rank of lieutenant. This coincided with his next major posting, a Starfleet detachment on the planet **Betazed**, in 2361. In was here, while carrying out his duties, that Riker would meet one of the most significant people in his life: **Deanna Troi**.

Riker's commitment to his career

in Starfleet, however, came before his love life. The pair planned to reunite six months after Riker left Betazed, but his assignment to the **U.S.S. Potemkin NCC-18253**, in 2362, led to a career rise that put personal issues very much in the background.

Riker's proven abilities and aptitude for command led him to be transferred to another *Excelsior*-class ship, the **U.S.S. Hood NCC-42296**, under the command of **Captain Robert DeSoto**. Riker was only a lieutenant commander at this time, but DeSoto named him his first officer. He had a very high opinion of the young officer, despite the fact that Riker once used his impressive knowledge of Starfleet regulations, and his duty to his commander, to prevent Captain DeSoto from beaming into a hazardous situation.

During his brief stay on the *Hood*, Riker would be offered his own command: the *Wambundu*-class light cruiser **U.S.S. Drake NCC-20381**. He turned this posting down to take the position of first officer on Starfleet's new flagship, preferring the prestige of a state-of-the-art *Galaxy*-class ship to the glory of the captain's chair.

When **Captain Jean-Luc Picard** assembles the **U.S.S. Enterprise NCC-1701-D** bridge crew in 2364, he chooses William Riker as first officer over 50 other candidates. Picard has never actually met the younger man, but lets his record speak for itself. When Riker's previous career is taken into account, it is easy to see that Picard has made the right choice.

"I've been on my own since I was 15. I can take care of myself."

— Will Riker to his father, Kyle Riker

FORMATIVE YEARS

Early adventures

A number of significant events occurred during Riker's posting aboard the **U.S.S. Potemkin**, giving the young lieutenant the chance to demonstrate the effectiveness of his tactical thinking, and to further develop his command skills. Perhaps the most important event, however, came when he led an away team to evacuate a scientific outpost on **Nervala IV**. He exhibited exceptional valor, and was decorated for his efforts.

In addition to this commendation – one of five he would receive before his posting to the *Enterprise* – Riker was promoted to lieutenant commander, and transferred from operations to the command division. In the same year, he became one of the last Federation representatives to make contact with the failed **Turkana IV** colony.



▲ **Lt. Commander Riker had the maturity to admit that the situation on Turkana IV was beyond redemption, and knew when to quit.**



▲ **Riker's two postings previous to the U.S.S. ENTERPRISE were both on EXCELSIOR-class ships, the POTEMKIN, and the HOOD.**



▲ **Riker was unaware that a transporter double of himself had been created on Nervala IV. This 'twin' remained alone on the planet for years.**

The Companion

The **Companion**, a noncorporeal energy being of incredible power and ability, inhabits a planetoid in the **Gamma Canaris** region. This remarkable life form rescues scientific pioneer **Zefram Cochrane** from certain death, and becomes emotionally attached to the lonely human.

The being known as the **Companion** registers on the sensors of a 23rd-century **Starfleet** shuttlecraft as a cloud of ionized hydrogen, with strong, erratic electrical impulses within. It is, however, a sentient being; its physical form resembles a sparkling amorphous gas, constantly shimmering as it changes shape and color. The Companion is able to increase its size to engulf a shuttlecraft, or decrease it to just larger than an average human. It can exist without the need for specialized equipment, in many different environments, from the surface of a **Class-M** planetoid, to the vacuum of space.

The Companion's home is a small planetoid in the **Gamma Canaris** region, and for years it is the only inhabitant. The creature

is capable of independent propulsion through space at warp speeds, but cannot remain away from the planetoid for prolonged periods; if absent for more than a few days, it will simply cease to exist.

The creature lives alone for an unspecified length of time, until it encounters a spacecraft belonging to **Zefram Cochrane**, an 87-year-old human male who is near to death. The being rescues Cochrane, and transports him and his ship to the planetoid, which has an atmosphere similar to that of Earth.

Growing together

For what appears to be purely altruistic reasons, the strange being rejuvenates the dying Cochrane. It prolongs his life indefinitely, and makes a home for him, which it creates from native elements. It is Cochrane who names the creature

PROFILE ON THE COMPANION

NAME: Known as the Companion

LIFE FORM: Noncorporeal energy being.

DATE: Unknown **EVENT:** The Companion evolves on a small planetoid in the Gamma Canaris region.

DATE: 2117 **EVENT:** The Companion rescues Zefram Cochrane from near-death.

DATE: 2267 **EVENT:** The Companion abducts Kirk, Spock, McCoy, and Commissioner Nancy Hedford in an effort to alleviate Cochrane's loneliness.

STARSHIP LOG: 'Metamorphosis' [TOS]



The origin of the being known as the Companion is uncertain, but this cloud of translucent energy appears to be an intelligent and benign life form. It saves scientific pioneer Zefram Cochrane from death in space, and then attempts to provide him with a peaceful existence.

the Companion; it had no name of its own.

These two very different beings live together on the planetoid for 150 years; Cochrane attempts to

leave, but is prevented from doing so by a damping field, which would appear to be created by the Companion. In effect, the creature is keeping him a prisoner on

its lonely world.

The entity is unable to communicate verbally, but it can sense Cochrane's wishes and intentions by immersing him in its form, while he clears his mind of all other thoughts. This is an organic process, and draining for Cochrane, but he has no other choice.

Cochrane attempts to convey that he will die of loneliness if not freed from his captivity, but this is misinterpreted by the Companion; instead of freeing him, the creature's response is to journey into space, in order to abduct more humans, who will be able to provide company. In 2267, it encounters the **Galileo** shuttlecraft, and its occupants: **Captain Kirk**, **First Officer Spock**, **Dr. McCoy**, and **Assistant Federation Commissioner Nancy Hedford**.

In its gaseous form, the

ABDUCTED BY ALIEN FORCES



★ Hydrogen cloud

The sensors of **SHUTTLECRAFT GALILEO NCC-1701/7** register the Companion as a gaseous hydrogen cloud, filled with random and erratic electrical impulses.

★ Shocking Spock

The Companion is capable of causing considerable damage to humanoids if it chooses to do so. The creature attacks Spock, and leaves the Vulcan unconscious; he later describes the attack as feeling like a powerful electric shock.



The Companion

Companion envelops the small craft, and takes it to the surface of the planetoid. The vessel appears to be undamaged, but none of its systems will work, making it impossible for the crew to leave. The stranded officers are soon greeted by Cochrane, who is delighted to see them – as the Companion hoped he would be.

On the planetoid's surface, the Companion hovers a few centimeters above the ground, and it can vary its consistency to become more intangible. It is able to produce enough voltage to stun humanoid, and, in this way, it attacks the half-Vulcan Mr. Spock; the assault does not, however, cause lasting damage. As well as creating the damping effect, the Companion can destroy circuitry, and restore it without direct contact; it obliterates a device with which the captured *Galileo* crew try to short-circuit it. Its powers are not limitless, however; it was able to heal and rejuvenate Cochrane, but is unable to help the dying Nancy Hedford, who is afflicted with the incurable **Sakuro's disease**.

The *Galileo* crew soon realize they have little chance of escaping from the creature, and so instead attempt to reason with it. Verbal



★ More than mortal

Thanks to the influence of the Companion, Zefram Cochrane has been rejuvenated and granted virtual immortality, as long as they remain alone together on the planetoid.

"The man is the center of all things. I care for him."

— The Companion describes Cochrane

communication is eventually made possible via a modification of the shuttlecraft's **universal translator**, carried out by Mr. Spock. They learn that the creature is distinctly feminine in nature; indeed, 'her' relationship with Cochrane indicates love. She refers to him as "the man," and communicates with him in a gentler and more pleasing manner than with the others she has brought to the planetoid. She refers to him as

the center of all things, and prioritizes his safety and desires above all else, explaining that this is why she has halted the degeneration of his body. She does not, however, understand that Cochrane requires more than health to survive, nor that captivity and lack of stimulation cause humans to atrophy.

The universal translator permits a more sophisticated, and less intuitive, form of communication

★ Translation

The GALILEO crew are able to communicate with the Companion by using a universal translator unit, modified by Mr. Spock, to deal with its non-verbal thoughts.



★ Bonding

A symbiotic bond allows the Companion to exist within Nancy Hedford's body, alongside the human woman's own consciousness.



than the creature has previously experienced with Cochrane. It leads to a greater comprehension between them, but this causes the Companion a great deal of confusion. For the first time, it realizes that it has, in effect, been holding Cochrane prisoner. Cochrane, on the other hand, is repulsed by the nature of the Companion's affection for him; he had no idea that this energy creature had fallen in love with him.

A human understanding

Having achieved a partial understanding, the Companion elects to take human form, by merging with the dying Nancy Hedford. The joining gives the energy being a full understanding of the range of human emotion, and purges all traces of Sakuro's disease from Hedford's body, while permitting her consciousness to survive within it. This enables Hedford to correct the one regret in her life: the fact that she put her career ahead of love.

The merger of the Companion and Nancy Hedford is a symbiotic joining, retaining the essence of both personalities. The Companion sacrifices independent existence for the love of Cochrane; 'she' is now unable to perform tasks beyond human capacity, but greatly anticipates the simple pleasures of human existence, such as feeling the sun on her face, and the earth beneath her feet.

Once the Companion is joined with Hedford's human form, Zefram Cochrane is able to reciprocate her love, as he has already expressed an appreciation of Nancy's beauty. The pair elect to remain together, seeing out their days together on the planetoid, and ask Kirk to keep the truth a secret.

COMMUNICATING WITH THOUGHT

Speaking without words

In order to communicate his thoughts and wishes to the being he calls the Companion, Zefram Cochrane must become enveloped by its gaseous, energy form, and focus his mind. The arrival of Captain Kirk, Mr. Spock, Dr. McCoy, and Commissioner Nancy Hedford enables Cochrane to communicate more directly, by using Kirk's universal translator. It is only then that he discovers the true extent of the attachment that the Companion has for him. Cochrane is, at first, unable to comprehend the alien's romantic feelings, but, when it bonds with the terminally-ill Commissioner Hedford, he finds it easier to rationalize their relationship, and agrees to continue.

▼ *The Companion cannot cure Commissioner Nancy Hedford of the Sakuro's disease that is killing her, until it merges with her completely.*



▶ *Cochrane 'speaks' to the alien Companion through a primitive form of telepathic contact. His mind links directly to the alien's energy form when he stands inside the shimmering cloud.*



▲ *The Companion sees to all of Zefram Cochrane's needs, but cannot provide 'human' contact.*



Dabo

The game of **dabo** requires little skill or knowledge; the only components a player need bring to the **dabo table** are enthusiasm and luck. The house collects the majority of profits at the end of the day, but, win or lose, dabo remains a popular game across the Galaxy.



Dabo is a popular wagering game, played in leisure establishments such as **Quark's bar**, on **Deep Space Nine's Promenade**. Similar in design and style of play to roulette, an old Earth game of chance, dabo's great appeal stems from the possibility of turning one strip of **latinum** into 100 strips, or more, in just a few seconds. The possibility of instant fortune is irresistible to many, yet in this game of chance, it might be said that the player's skill is virtually irrelevant.

Play begins with the placement of bets. Gamblers choose to place latinum strips as wagers on the possible combinations of winning

symbols, and then the dabo wheel is spun. The wheel revolves for several seconds, then gradually slows to a stop, randomly revealing a combination of symbols and colors. Players who correctly guess which symbols and colors would be revealed, are paid the amount of their bet, multiplied by the odds they took against correctly picking that particular winning combination.

Easy come, easy go

Those who guess incorrectly lose their bets, and must choose to either play on, or quit the table. After the winners are paid out, the betting begins anew. The game continues until closing

time, or until the 'bank' is broken, and the table can pay out no more – the latter being a highly unlikely occurrence.

Key components

The two basic hardware components that comprise the dabo setup are the table and the wheel. The dabo tabletop is approximately waist-high to the average standing humanoid, and is large enough for a half-dozen people to gather around, but still compact enough for players to comfortably reach the center, where the dabo wheel is located, in order to place their bets. Quark's table is decorated with colorful inlaid lights, and is situated on a raised platform,

Dabo is popular with many cultures. At Quark's bar on DEEP SPACE NINE, for example, the dabo tables have always pulled in the customers, even when Cardassians ran the station.

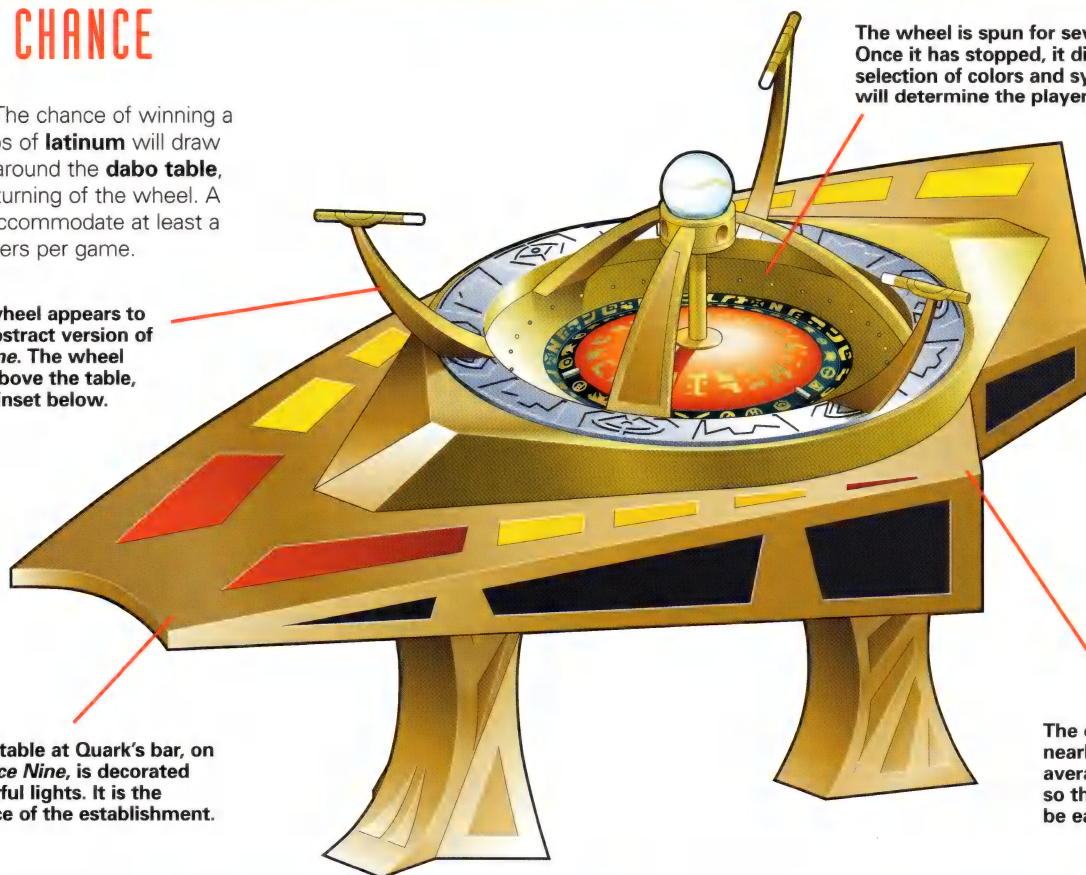
placing it, literally, at center stage. The dabo wheel itself dominates the table. Half of the wheel rises above the table, and the rest is inset below the surface.

The above-the-table portion of the wheel at Quark's resembles a stylized model of the **Deep Space Nine** station, with three arched arms rising from a circular, stationary ring, terminating in lights that illuminate the details in the catchment bowl area below. Another set of three arms reaching from the exterior ring connect in the center, where a clear,

GAME OF CHANCE

Placing a bet The chance of winning a fortune in strips of **latinum** will draw many gamblers around the **dabo table**, to bet upon the turning of the wheel. A dabo table can accommodate at least a half a dozen players per game.

Quark's dabo wheel appears to represent an abstract version of **Deep Space Nine**. The wheel partially rises above the table, and the rest is inset below.



The wheel is spun for several seconds. Once it has stopped, it displays a random selection of colors and symbols. These will determine the players' winnings.

The dabo table at Quark's bar, on **Deep Space Nine**, is decorated with colorful lights. It is the centerpiece of the establishment.

The dabo table stands nearly waist-high to average humanoids, so that the bets can be easily placed.

Dabo



◀ **Dabo girls work long hours for low wages, in poor conditions. Quark's staff, including his sister-in-law, Leeta, are often given the food Quark cannot sell to customers.**

decorative ball adorns the top of the wheel. The stationary ring is also the platform on which bets are placed.

Beneath the exterior ring's lip are a series of additional rings, each smaller in diameter than the previous one. The first interior ring is adorned with small, multicolored lights, and the next two contain the all-important scoring symbols upon which the game is based.

The wheel turns

Finally, in the center, is a relatively plain disk that is also decorated with a series of symbols. This is the portion of the wheel that is grabbed and spun to begin the action. As the wheel turns, all ring lights flash, and a clicking sound rises above the bar's din. Within a few seconds, the time between clicks and flashes increases, indicating that the wheel is slowing, and betting is prohibited.

When the wheel stops, the game officiator, usually a **dabo girl**, announces the scoring results to the cheers of the winners, and groans of the losers. As with most

games of chance, the odds are in the house's favor. All dabo participants, if they play long enough, will lose; the incidence of crooked dabo tables, while prohibited by law in the **United Federation of Planets**, is also a problem for gamblers in search of a thrilling, and profitable, game.

At best, an adroit player can attempt to create wagering strategies to reduce losses, but ultimately few dabo players have the wisdom to quit after collecting sizeable treasures. As noted by Quark, "Everyone knows the odds are against them, but they don't care – they're here because they want to believe they can win."

Hosting the game

The dabo girl can be defined as the captain of the dabo table. Acting as a croupier, she spins the wheel, diplomatically enforces the rules, outwits potential cheats, gracefully collects losing bets, and instantly calculates winnings. She does all this without losing the appealing smile or bubbly personality that keep customers playing, and happily paying. Some patrons assume the buxom, scantily-clad dabo girl provides other services, away from the dabo table; in most cases, this is simply not true.

ROLE OF A DABO GIRL

Customer's friend

The tension between greedy, lascivious Ferengi employers and the dabo girls fuels customers' beliefs that the croupier is on their side, and that the game is run honestly. Nothing thrills a dabo girl more than giving away large quantities of her employer's latinum.

To interact with the endless range of beings that wander through *Deep Space Nine* and Quark's bar, a successful dabo girl must be familiar with the customs and mores of dozens of

civilizations. Finally, dabo girls must also be able to get along with the Ferengi waiters – no easy task, since most Ferengi takes offense at clothed females, especially those handling latinum. Nevertheless many, such as Leeta, thoroughly enjoy their job.

▼ **Intimate services in a dabo girl's contract cannot be enforced on Federation stations, including Quark's insistence that his girls read a book entitled 'Oo-mox for fun and profit'.**



▼ **Dabo girl Leeta considers herself an amateur sociologist. With a little care, flattery, and sweet words, a dabo girl can easily beguile any customer, and even the Ferengi waiters.**





'QPid'

Captain Jean-Luc Picard forgets his anxieties about delivering a speech before the Federation Archaeology Council when two old acquaintances return to the *U.S.S. Enterprise NCC-1701-D*: Vash, the archeologist he first met in 2366, and the mischievous alien known as Q.

CAPTAIN'S LOG

STARDATE 44741.9

"We have arrived at Tagus III, where the *ENTERPRISE* is to serve as host for the Federation Archaeology Council's annual symposium."

Captain Jean-Luc Picard has just put the finishing touches to his lecture on the **Tagus III** ruins, when he is surprised to find **Vash**, an archeologist he met on **Risa**, waiting for him in his quarters. She claims to have come to the **U.S.S. Enterprise NCC-1701-D** for a reunion, but the captain discovers she plans an unauthorized visit to the ruins.

Picard's objections to Vash's plundering, and his unease over displays of affection toward her, quickly brings their relationship to a halt. To further complicate matters, the powerful alien **Q** also returns to the *Enterprise*. Q states that he has a debt to repay to Picard, as the captain helped save his life the last time they met. Q is delighted to learn of Jean-Luc's romantic difficulties, believing it to be the captain's "Achilles' heel." The following day, Picard begins his speech, but Q whisks the senior crew into a simulation of Sherwood Forest, circa the 12th century. Picard is dressed as Robin Hood; Q reveals that Vash has also been abducted, and cast as Maid Marion.

Dangerous fantasy

Q has no control over the situation he has created, and, if Picard does not rescue Vash from Sir Guy of Gisborne, she will be executed. The captain refuses to risk the lives of his crew, so he makes his way to the castle alone. When he clambers into Vash's cell, she is critical of Picard's solo effort. Their bickering brings Sir Guy and his men, who capture 'Robin Hood' in readiness for a double beheading. Vash and Picard are placed in front of the blocks, but moments before the axes fall, **Commander Riker** and the others arrive to create a diversion. 'Robin Hood' kills Sir Guy, in an epic blade duel.

Q halts the mayhem, then congratulates Picard for saving the woman he loves. Vash remarks that love has brought out the best in the captain. Her feisty personality piques Q's interest, and he offers to take Vash to places no human has ever seen, an offer she simply cannot refuse. Picard calls in Q's debt, extracting a promise that he will take good care of Vash.

STARSHIP FACTS

The Tagans no longer allow any outsiders to visit the ruins on their planet, so Q offers to take Picard into the past to visit the site.

ON SCREEN...



1 Captain Jean-Luc Picard receives a surprise visitor: the feisty renegade archaeologist Vash, whom he first met during a holiday on Risa.



2 The omnipotent alien being known as Q arrives on board the *U.S.S. ENTERPRISE*, intending to repay a debt he owes Picard. At their last meeting, the captain saved his life.



3 Q's twisted idea of fulfilling his obligation to Picard is to transport the captain and his crew into an all-too-real simulation of the Robin Hood legend.



4 Picard's attempt to rescue Vash from Sir Guy of Gisborne's castle fails when Vash refuses to leave. Picard is captured, and faces execution by beheading.

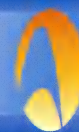


5 Led by Commander Riker, Picard's senior officers arrive in time to save Vash and the captain with a diversion; in the melee, Picard duels with Sir Guy.



6 Intrigued by Vash's amoral nature, Q offers her the chance to become his traveling companion. Picard makes Q promise to keep her safe from harm.





'The Drumhead'

Retired Admiral Norah Satie arrives on the *U.S.S. Enterprise NCC-1701-D*, to investigate a possible conspiracy on board the Federation's flagship vessel. Captain Picard is alarmed at the way Satie and her Betazoid advisor persecute a vulnerable young officer.

CAPTAINS LOG

STARDATE 44769.2

"For some weeks, we have had a Klingon exobiologist on board, as part of a scientific exchange program. Unfortunately, we suspect that he was involved in a security breach, and in the possible sabotage of our warp drive."

An explosion in the **dilithium chamber** of the *U.S.S. Enterprise NCC-1701-D* damages the ship's engine room and **warp drive**, and it is discovered that restricted *Enterprise* datafiles have somehow been passed to the **Romulans**.

Suspicion falls on **J'Dan**, a **Klingon** exobiologist visiting the ship as part of a scientific exchange program.

Retired **Admiral Norah Satie** arrives on the *Enterprise*, to assist **Captain Picard** with a full inquiry into the explosion, accompanied by her former aide, the **Betazoid Sabin Genestra**.

J'Dan admits he sold **dilithium** secrets to the Romulans, but says he had nothing to do with the chamber explosion. Satie discovers that **Crewman First Class Simon Tarses**, a medical technician, gave J'Dan hypospray injections in sickbay; she thinks J'Dan smuggled the secrets off the ship with the aid of his own, specially adapted, hypospray. Under oath, Tarses confidently pleads his innocence, but Genestra tells Satie and Picard that the young man is covering up a lie.

Witch hunt

It is discovered that the chamber explosion was accidentally caused by submicron fractures in the metal casing. Picard believes this ends the case, but Satie continues the trials. Genestra reveals that Tarses's paternal grandfather was actually **Romulan**, not **Vulcan** as he had claimed. Picard becomes increasingly dismayed with Satie's witch-hunt tactics, but she warns the captain that **Admiral Thomas Henry**, from **Starfleet Security**, will attend all future hearings.

Picard is himself called to trial. In front of a packed audience, the two prosecutors accuse Picard of violating the **Prime Directive** and collaborating with the Romulans. Picard responds by defending the presumption of innocence until guilt is proven. Satie flies into a rage and screams, "I've brought down bigger men than you, Picard." Admiral Henry is disgusted by her paranoia, and cancels all further trials on the *Enterprise*. Satie leaves the ship shortly afterward.

ON SCREEN...



1 Admiral Norah Satie, whose investigation exposed the alien conspiracy against Starfleet Command three years ago, is to lead the hearings on board the *U.S.S. ENTERPRISE*.



2 J'Dan is vigilantly questioned by Worf, but claims he had nothing to do with the chamber explosion; Genestra senses that he is telling the truth. The true conspirators may still be on the starship.



3 After interrogating Tarses, Genestra reports that the young man is covering up a lie. Picard is unhappy about using a Betazoid as prosecutor in the hearings.



4 Data postulates that, when the *ENTERPRISE* was last serviced at **EARTH STATION McKINLEY**, the chamber was given a new, faulty casing.



5 Picard, convinced that Tarses is not a traitor, becomes increasingly dismayed with Satie's witch-hunt tactics, but the admiral also calls him to trial.



6 Picard makes a speech defending innocence until proven guilty. Satie flies into a paranoid rage, but Admiral Henry cancels the hearings in disgust.

STARSHIP FACTS

Simon Tarses grew up on Mars colony. He joined the *U.S.S. Enterprise* on Stardate 43587.



FILE 70 STAR TREK: DEEP SPACE NINE

'Let He Who Is Without Sin ...'

Worf and Jadzia Dax's romantic holiday on Risa is interrupted by the activities of a group calling themselves the **New Essentialists**. Worf agrees with their leader, **Pascal Fullerton**, that **Federation** citizens have become pampered and vulnerable.

'LET HE WHO IS WITHOUT SIN...'

"This world revels in the kind of self-indulgence that's eroding the foundations of Federation society. We intend to shut it down."

— Pascal Fullerton

Jadzia Dax persuades Worf to join her for a vacation on **Risa**. Much to his annoyance, they are accompanied by **Julian Bashir**, **Leeta**, and **Quark**. On Risa, Dax meets **Arandis**, who gave **Curzon Dax** the Risian sexual rite of **jamaharon** shortly before he died. Worf refuses to join in the fun, and soon after he meets **Pascal Fullerton**, chairman of the **New Essentialists**, a group dedicated to restoring the moral traditions of the **Federation**. They believe Risa is an ideal focus for their philosophy. Worf agrees with many of Fullerton's arguments, and attends an Essentialists rally. Fullerton and his followers then stage an armed attack, to illustrate their point that the Federation has become complacent and vulnerable.

An ill-advised alliance

Worf, jealous of Jadzia's friendship with Arandis, aids the Essentialists by building an uplink that temporarily deactivates the planet's weather control. Torrential rain starts to pour down on Risa. Jadzia is furious with her lover, and tells him he is unlike any other **Klingon** she has met: he lacks their passion for life. Worf explains that, as a teenager, he accidentally killed a human during a soccer match; from this, he learned that he had to maintain his self-restraint at all times. Jadzia points out to Worf that he cannot control everything in his life, including her, but she promises never to do anything to hurt him.

When Fullerton decides to use the uplink to increase feedback in the planet's **tectonic regulators**, Risa is rocked by earthquakes. The Essentialists have gone too far, and Worf demands the uplink back. He tells Fullerton that one of the Federation's traditional values is trust, a quality he has learned to accept in his own life. Fullerton furiously strikes Worf, who responds by hurling his assailant across the room, before leaving to enjoy the rest of his vacation with Dax. The sunshine is restored, and the couple take a romantic stroll on the beach.

ON SCREEN...



1 Despite his misgivings, Worf agrees to accompany Jadzia Dax on a trip to the idyllic, hedonistic paradise planet Risa, along with Dr. Bashir, Leeta, and Quark.



2 After arriving, Jadzia encounters Arandis, a Risian woman who performed the sexual rite of jamaharon for Curzon Dax; he died during the ritual.



3 Disenchanted by Jadzia's friendship with Arandis, Worf is swayed by the arguments of Pascal Fullerton, leader of the puritanical New Essentialists Movement.



4 Fullerton persuades Worf to help him sabotage Risa's sophisticated weather control grid, and the planet returns to its natural state of torrential downpours.



5 Fullerton and the Essentialists are not satisfied with affecting Risa's weather, and intend to cause earthquakes, by creating feedback in the tectonic regulators.



6 Worf confronts Fullerton, and demands that control be turned over to him. Fullerton is overpowered by the Klingon, and Worf returns Risa to its idyllic state.

STARSHIP FACTS

On Risa, Bashir and Leeta complete the **Bajoran Rite of Separation**, a tradition that formally marks the end of their relationship.





'Things Past'

Captain Sisko, Odo, Dax, and Garak find themselves back in the year 2368, when *Deep Space Nine* was still known as *Terok Nor*. The three men have somehow been given the identities of a trio of innocent Bajorans, who were accused of attempting to murder Gul Dukat.

Sisko, Dax, Odo, and Garak journey back to *Deep Space Nine*, but their *Runabout* runs into a plasma storm. Worf and Bashir beam aboard to find all four unconscious.

The 'sleepers' are collectively dreaming that they are back on *Terok Nor* during the occupation; they are all perceived as Bajoran slaves. Garak manages to access station security files, and learns his, Sisko's and Odo's Bajoran identities: **Ishan Chaye**, **Jillur Gueta**, and **Timor Landi**. Odo recognises these names: all three were wrongly accused of attempting to assassinate **Gul Dukat**.

Thrax, Odo's predecessor, failed to establish their innocence; to set an example, Dukat had the trio executed. Garak starts to suspect that something is wrong when he notices they are in the year 2368, by which time Odo was chief of security. Sisko makes contact with a member of the resistance, but their conversation is interrupted by an explosion.

Falsely accused

Sisko, Odo, and Garak are arrested for attempting to murder Dukat. Odo anxiously pleads with Thrax to look past the circumstantial evidence. Sisko and Garak eventually realize that their predicament leads back to Odo, who admits it was he, not Thrax, who turned the Bajorans over to Dukat. After the executions, there was another, identical bombing, and Odo still feels guilty that his obsession with law and order blinded him to the real evidence before him. He breaks down, causing all four sleepers to awake in the infirmary. Bashir explains that the plasma field picked up traces of the **morphogenic enzymes** still left in Odo's body, and transported them into a version of the **Great Link**, created from his memories.

Major Kira is stunned to learn of Odo's confession. Sadly, he cannot reassure her that no other innocent people ever died on his watch.

'THINGS PAST'

"I thought of myself as the outsider, the shapeshifter who cared only about justice. It never occurred to me that I could fail."

— Odo

ON SCREEN...



1 Returning from a conference on Bajor, a *RUNABOUT* containing Sisko, Odo, Dax, and Garak is caught in a powerful *Class-2* plasma storm.



2 The *RUNABOUT* passengers find themselves in the past, during the Cardassian occupation. They are Bajoran slaves, working in the ore refineries.



3 Dax is selected by Gul Dukat as a 'companion'. Garak uses his skills as a spy to access Cardassian security files, in order to learn more about who they are.



4 Sisko, Odo, and Garak have assumed the identities of three innocent Bajorans, who were wrongly executed for attempting to murder Gul Dukat.



5 Sisko and Garak realize that their situation is the creation of Odo's tortured memories; he was responsible for the deaths of the three innocent men.



6 Major Kira has always had an abiding faith in Odo's integrity, but he cannot be sure that this is the only time he was wrong about his investigations.

STARSHIP FACTS

A When Dax is interviewed by Gul Dukat, she claims to be Leeta, "a simple Bajoran girl."

A Sisko uses a signal Major Kira once told him about, in order to contact the Bajoran resistance.

K continued

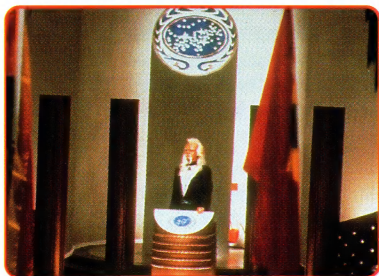
kevas In 2267 **Spock** posed as a visiting merchant, peddling kevas and **trillium**, on **Organia**. In 2373, **Arne Darvin** also claimed to deal in the gems. (*Starship Log*: 'Errand of Mercy' [TOS]; 'Trials and Tribble-ations' [DS9]) **SEE FILE 68, 70**

Khan Noonien Singh This Eugenics-era human escaped from Earth in 1996. Kahn's sleeper ship was recovered in 2267, and he was banished to **Ceti Alpha V** by **James T. Kirk**. He died in 2285, trying to avenge himself on Kirk. (*Starship Log*: 'Space Seed' [TOS]; *Star Trek II: The Wrath of Khan*) **SEE FILES 44, 68, 73**

Khazara *D'deridex*-class **Romulan Warbird**, under the command of **Toreth**. The *Khazara* was secretly employed by **Subcommander N'Vek** to ferry Romulan defectors, including **Vice-Proconsul M'ret**, to **United Federation of Planets** space. (*Starship Log*: 'Face of the Enemy' [TNG]) **SEE FILE 35, 69**

Khefka IV The **Federation** has a consulate situated on this **Class-M** planet, where **Mareel**, a local woman, met and fell in love with **Verad**, a **Trill** initiate. (*Starship Log*: 'Invasive Procedures' [DS9]) **SEE FILE 3, 70**

Khitomer This planet, in the border region between the **Klingon Empire** and the **Romulan Star Empire**, was the location of the **Khitomer massacre** of 2346, and of the **Khitomer Accords** in 2293. (*Starship Log*: 'Sins of the Father' [TNG], *Star Trek VI: The Undiscovered Country*) **SEE FILES 11, 69, 77**



◀ In 2293, the first steps toward a lasting peace between the Federation and the Klingons were taken at Khitomer. The planet's history since then has been turbulent and bloody.

Khitomer Accords Signed in 2293, this peace treaty formally ended hostilities between the **Klingon Empire** and the **United Federation of Planets**. The Klingons nullified the agreement in 2372, but reinstated it a year later. (*Starship Log*: *Star Trek VI: The Undiscovered Country*; 'The Way of the Warrior' [DS9]) **SEE FILES 11, 70, 77**

Khitomer massacre Notorious atrocity of 2346, in which 4000 **Klingons**, many of them civilians, were murdered by the **Romulan Star Empire**. (*Starship Log*: 'Sins of the Father' [TNG]) **SEE FILES 11, 43, 48, 69**

Kholfa II **Odo** found the **Ferengi** businessman **Plegg** alive on this planet, in 2370, even though **Quark** had sold counterfeit pieces of his corpse. (*Starship Log*: 'The Alternate' [DS9]) **SEE FILES 3, 70**



▶ To deflect Klingon suspicion, Spock claimed to be a trader, selling kevas to the Organians.

Kibberian fire diamonds **Ferengi Grand Nagus Zek** likened **Major Kira Nerys's** eyes to these luminous, crystalline precious stones. (*Starship Log*: 'Rules of Acquisition' [DS9]) **SEE FILE 70**

Kiessa monastery **Cardassian** troops burned this **Bajoran** cloister to the ground, massacring 17 monks, during their occupation of the planet. **Kira Nerys** was horrified to learn that **Legate Ghemor** participated in this horrific war crime. (*Starship Log*: 'Ties of Blood and Water' [DS9]) **SEE FILES 50, 70**

kifata This garment is worn by females in the steam room of the celebrated **Hoobishan Baths**, on the planet **Trill**. (*Starship Log*: 'The Way of the Warrior', Part I [DS9]) **SEE FILE 9, 70**

Kilana This **Vorta** agent led a squad of **Jem'Hadar** in an attempt to rescue a mortally injured **Founder** from a downed warship on **Torga IV**. When the Founder died, she retrieved its remains, and then let **Starfleet** personnel salvage the ship. (*Starship Log*: 'The Ship' [DS9]) **SEE FILE 58, 70**

kiloquad Unit of information capacity in 24th-century computers. (*Starship Log*: 'Realm of Fear' [TNG]; 'Hope and Fear' [VOY]) **SEE FILES 59, 69, 71**

Kim, Andrew In an alternate timeline, **Harry Kim** and **Linnis Paris** become parents in 2378. Their son, Andrew, was born aboard the **U.S.S. Voyager**. (*Starship Log*: 'Before and After' [VOY]) **SEE FILES 19, 43, 71**

Kim, Harry Born in 2349, **Harry Kim** graduated from **Starfleet Academy** in 2370, and became operations officer aboard the **U.S.S. Voyager** in 2371. Kim died in 2372, but a version from an alternate reality replaced him. Several other alternate versions have also been encountered, including one who never joined the *Voyager* crew; infant and elderly versions created in the nightmare world inhabited by the **Kohl**; a bioformed version on a **Class-Y** planet; a future version who married the daughter of **Tom Paris** and **Kes**; a future version who was one of only two *Voyager* crew members to survive an attempted return to Earth using **quantum slipstream technology**; and a version in the fascistic representation of *Voyager's* history created by the **Kyrians**. (*Starship Log*: Original Kim: 'Caretaker' [VOY]; alternate timeline replacement: 'Deadlock' [VOY]) **SEE FILES 43, 71**

kevas
Khan Noonien Singh
Khazara
Khefka IV
Khitomer
Khitomer Accords
Khitomer massacre
Kholfa II
Kibberian fire diamonds
Kiessa monastery
kifata
Kilana
kiloquad
Kim, Andrew
Kim, Harry
Kim, Louisa
Kim, Mrs.
Kimiko
Kincaid, Buster
Kinell, Jal
kinetic detonator
Kings, London
Kingsley, Dr. Sara
Kinis, Lieutenant
kinoplastic radiation
Kir [1]
Kir [2]
Kira Meru
Kira Nerys
Kirby
Kirby, Ensign Angie
Kiri-kin-tha's
First Law of Metaphysics
Kirk, Aurelan
Kirk, George Samuel
Kirk, James Tiberius



▶ Kilana's mission ended in disaster, when the injured Founder died.



▶ Ensign Harry Kim has lived an astonishing number of alternate lives.



Kim, Louisa

Scientist assigned to **Kurt Mandl's** terraforming team on **Velara III**. The project on which Kim was working was terminated when native microbrain life forms were discovered, in 2364. (*Starship Log*: 'Home Soil' [TNG]) **SEE FILES 4, 69**

Kim, Mrs.

Harry Kim's mother. When Harry was nine years old, he was confined to bed with a severe case of **Mendakan pox**, and his mother promised not to leave his side. (*Starship Log*: 'Favorite Son' [VOY]) **SEE FILES 43, 71**

Kimiko

As part of an undercover deception, **Miles O'Brien** told **Bilby** his new girlfriend's name was Kimiko. No such person exists. (*Starship Log*: 'Honor Among Thieves' [DS9]) **SEE FILES 58, 70**

Hincaid, Buster

Ace reporter and trusty sidekick to **Captain Proton** in **Tom Paris's** futuristic **holodeck** adventure. Buster, usually portrayed by **Harry Kim**, was often rescued from the clutches of **Malicia** and **Demonica**, played by the **Delaney** sisters. (*Starship Log*: 'Thirty Days' [VOY]) **SEE FILES 43, 71**

Kinell, Jal

The older brother of **Jal Karden**, of the **Kazon-Ogla** sect. Kinell's brother attempted his first kill, and earned his Kazon-Ogla name, in 2372. (*Starship Log*: 'Initiations' [VOY]) **SEE FILE 58, 71**

kinetic detonator

An outmoded, but effective, component in the **Dreadnought** missile. This motion-sensitive component, of **Cardassian** manufacture, was an element of the fuse; disturbing it would detonate the weapon. (*Starship Log*: 'Dreadnought' [VOY]) **SEE FILE 36, 71**

Kings, London

SEE **London Kings**

Kingsley, Dr. Sara

The **Darwin Genetic Research Station's** 35-year-old chief. Kingsley, who was familiar with **Dr. Pulaski's** published works, produced genetically-advanced children, but almost died of old age when their mutated immune system attacked normal humans. (*Starship Log*: 'Unnatural Selection' [TNG]) **SEE FILES 7, 69**

Kinis, Lieutenant

Vulcan assistant to **Admiral Bullock** at the **Starfleet Headquarters** of **Species 8472's** invasion training planet in the **Delta Quadrant**. Kinis continued this role on **Terrasphere VIII**, following a rapprochement negotiated by **Captain Janeway**. (*Starship Log*: 'In The Flesh' [VOY]) **SEE FILE 18, 71**



▲ The EMH became deranged when kinoplastic radiation damaged his program.

kinoplastic radiation

This molecular by-product of a **subspace** irregularity was encountered by the **U.S.S. Voyager** in 2371. The radiation flooded through the ship's optical data network, overloading holographic circuits, and temporarily altering the **Emergency Medical Hologram's** perceptions of reality. (*Starship Log*: 'Projections' [VOY]) **SEE FILES 43, 71**

Kir [1]

This district of **Vulcan** is famous as the home to an order of silent monks. (*Starship Log*: 'Innocence' [VOY]) **SEE FILES 8, 71**

Kir [2]

Leader of a band of refugee **Brenari**, a telepathic race who hid from **Devore** inspection teams aboard the **U.S.S. Voyager** in 2375. Kir and his group eventually escaped through a wormhole. (*Starship Log*: 'Counterpoint' [VOY]) **SEE FILES 18, 71**

Kira Meru

This **Bajoran** female was the mother of **Kira Nerys**. Meru left Nerys's father, and became the lover of **Gul Dukat** for seven years, until her death. She was fond of Bajoran lilacs. (*Starship Log*: 'Wrongs Darker than Death or Night' [DS9]) **SEE FILES 47, 70**

Kira Nerys

This committed, assured, and religious **Bajoran** was born in 2343, and fought against the occupying **Cardassians** for most of her life. In 2369, she was assigned to **Deep Space Nine**, under the command of **Benjamin Sisko**. She was promoted to colonel in 2375. (*Starship Log*: 'Emissary' [DS9]) **SEE FILES 43, 70**

▶ Colonel Kira's promotion, in 2375, was a just reward for her years of hard work on the space station **DEEP SPACE NINE**.



Kirby

A medic on **Ajilon Prime**, in 2373. He treated casualties after the attacking **Klingons** forced the **Federation** colonists underground. (*Starship Log*: 'Nor the Battle to the Strong' [DS9]) **SEE FILES 19, 70**

Kirby, Ensign Angie

This attractive **Starfleet** officer transferred aboard the **U.S.S. Defiant** in 2373. **Julian Bashir** was quite taken with her. (*Starship Log*: 'Children of Time' [DS9]) **SEE FILES 28, 70**

Kiri-kin-tha's First Law of Metaphysics

As part of **Spock's** reintegration training, following the return of his **katra** to his regenerated body, he was quizzed on many topics. He was asked to recite this philosophical principle, which states, "Nothing unreal exists." (*Starship Log*: **Star Trek IV: The Voyage Home**) **SEE FILE 75**

Kirk, Aurelan

Aurelan, her husband, and son were attacked by the **Denevan neural parasites** in 2267. She later died on the **U.S.S. Enterprise NCC-1701**, while debriefing her brother-in-law, **Captain James T. Kirk**, about the creatures. (*Starship Log*: 'Operation: Annihilate!' [TOS]) **SEE FILES 7, 43, 68**

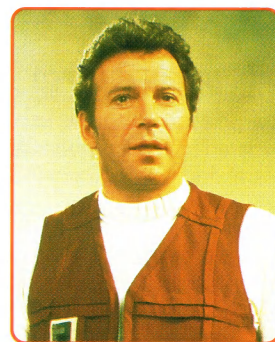
Kirk, George Samuel

James Kirk's elder brother; he was a research biologist, and father to three sons. Sam died in 2267, after he and his family were attacked by **Denevan neural parasites**. (*Starship Log*: 'Operation: Annihilate!' [TOS]) **SEE FILES 7, 43, 68**

Kirk, James Tiberius

Starfleet's most legendary commander. Born in 2233, on Earth, he became captain of the **U.S.S. Enterprise NCC-1701** in 2264, and his adventures have since become justly famous. (*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 20, 43, 68, 72, 73, 74, 75, 76, 77, 78**

▶ Captain James T. Kirk was believed killed in 2293, but he emerged from the **Nexus** eight decades later, to save the day one last time.





K continued

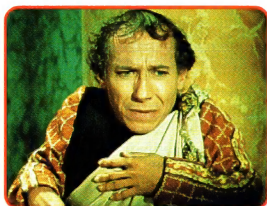
Kirk, James T. [mirror] This ruthless alternate of Captain Kirk, from the **mirror universe**, became captain of the **I.S.S. Enterprise** through assassinations and mass executions. His life changed radically after his universe's **Spock** met the **Federation's Kirk**. (*Starship Log: 'Mirror, Mirror' [TOS]*) **SEE FILES 18, 43, 68**

Kirk, Peter George and Aurelan Kirk's son, and James Kirk's nephew. In 2267, the **Denevan neural parasites** killed Peter's parents, leaving him an orphan. He was cured aboard the **U.S.S. Enterprise NCC-1701**, and then transported to **Starbase 10**. (*Starship Log: 'Operation: Annihilate!' [TOS]*) **SEE FILES 43, 68**

Kirok In 2268, **James T. Kirk** lost his memory, and lived with a technologically-primitive people for several months. He went by the name of Kirok, married, and became a medicine chief. (*Starship Log: 'The Paradise Syndrome' [TOS]*) **SEE FILES 18, 43, 68**

Kirom, Knife of This 1500-year-old weapon was regarded as sacred, as blood on its blade was believed to be from **Kahless the Unforgettable**. When Kahless appeared to have returned in 2369, DNA samples from the knife authenticated his identity. (*Starship Log: 'Rightful Heir' [TNG]*) **SEE FILES 11, 69**

kironide A potent energy provider, when ingested and broken down by pituitary hormones. On **Platonius**, the **Platonians** developed telekinetic powers after consuming indigenous foods containing kironide, for two to three months. (*Starship Log: 'Plato's Stepchildren' [TOS]*) **SEE FILES 18, 58, 68**



▲ **Alexander's inability to ingest kironide stunted his telepathic powers, unlike his fellow Platonians.**

Kiros Member of the mercenary group which stole **trilithium resin** from the **U.S.S. Enterprise NCC-1701-D** in 2369, while the ship was undergoing a **baryon sweep**. Kiros died when he triggered a booby trap set by **Captain Picard**. (*Starship Log: 'Starship Mine' [TNG]*) **SEE FILE 69**

'Kitara's Song' The title of a renowned poem, written by the legendary **Akorem Laan**, before 2172. Other works by the same author included 'Gaudaal's Lament', and 'The Call of the Prophets'. (*Starship Log: 'Accession' [DS9]*) **SEE FILES 10, 47, 70**

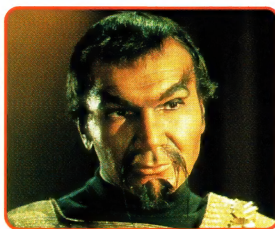
Klaa, Captain Klingon warrior and **Bird-of-Prey** commander. In 2287, Klaa was ordered to **Nimbus III**, to free **General Korrd**. Five years later, he was a translator during **Kirk** and **McCoy's** trial for the murder of **Chancellor Gorkon**. (*Starship Log: Star Trek V: The Final Frontier; Star Trek VI: The Undiscovered Country*) **SEE FILES 48, 76, 77**



▲ **The Captain Kirk of the mirror universe and his crew were immediately incarcerated when they appeared on the U.S.S. ENTERPRISE.**

Klabnian eel Q claimed **Captain Picard's** life would improve immeasurably if **Vash** were to be transformed into this unattractive life form. (*Starship Log: 'QPid' [TNG]*) **SEE FILE 69**

Klach D'Kel Brakt, Battle of This battle with the **Romulans**, in 2270, was one of the greatest ever **Klingon** triumphs.



▲ **Kor won many victories, but in old age faced the stigma of not dying in battle.**

Klaestron IV This **Class-M** planet has ties to the **Federation** and the **Cardassian Union**; **Curzon Dax** was the Federation mediator during its civil war of 2330. **Julian Bashir** traveled to the planet in 2371, to see newly-developed burn therapies. (*Starship Log: 'Dax' [DS9]*) **SEE FILES 3, 43, 70**

Klag Klingon warrior serving aboard the **I.K.S. Pagh** in 2365, as second officer. **William Riker** became Klag's commander during an officer exchange program, and the Klingon learned to respect humans more after seeing the **Starfleet** officer in action. (*Starship Log: 'A Matter of Honor' [TNG]*) **SEE FILES 34, 69**

Klarc-Tarn-Droth Highly-respected archaeologist, and member of the **Federation Archaeology Council**. He was present at the council's annual symposium in 2367, held aboard the **U.S.S. Enterprise NCC-1701-D**. (*Starship Log: 'QPid' [TNG]*) **SEE FILES 6, 69**

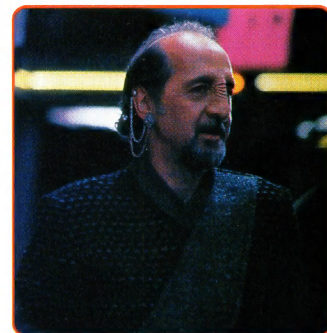
Klavdia III The **U.S.S. Enterprise NCC-1701-D** visited Klavdia III in 2365, to transport **Salia**, **Daled IV's** heir apparent, to her world. Salia was raised on Klavdia III, despite its hostile environment. (*Starship Log: 'The Dauphin' [TNG]*) **SEE FILES 3, 69**

Klavion This traditional **Bajoran** instrument is also known as a **belaklavion**. **Ro Laren's** father and **Macias** are among the many Bajorans who enjoyed playing it. (*Starship Log: 'Preemptive Strike' [TNG]*) **SEE FILES 10, 69**

Kirk, James T. [mirror]
Kirk, Peter
Kirok
Kirom, Knife of
kironide
Kiros
'Kitara's Song'
Klaa, Captain
klabnian eel
Klach D'Kel Brakt, Battle of
Klaestron IV
Klag
Klarc-Tarn-Droth
Klavdia III
klavion
kligat
Klin
Kling
Klingon
Klingon Attack Cruiser
Klingon Battle Cruiser
Klingon Bird-of-Prey
Klingon calendar
Klingon civil war
Klingon death ritual
Klingon Defense Force
Klingon Empire
klon peags
Kloog
klorn
Klothos
KLS stabilizer



▲ **Kirk took the name 'Kirok' while suffering from amnesia. Unaware of his true identity, he married a native princess.**



▲ **Akorem Laan is a famous and much-loved Bajoran poet. 'Kitara's Song' is one of his most famous works.**



Kligat A metal weapon on **Capella IV**. It is a multi-bladed weapon, similar to the Chinese throwing stars of Earth. A kligat took the life of the **U.S.S. Enterprise NCC-1701's Security Officer Grant** in 2267. (*Starship Log: 'Friday's Child' [TOS]*) **SEE FILES 18, 20, 68**

Klin A former member of **Shakaar Edon's** resistance cell. He was detained by **Bajoran** authorities for 'questioning' in 2371. (*Starship Log: 'Shakaar' [DS9]*) **SEE FILES 10, 47, 70**

Kling A city or area on **Qo'noS**, the **Klingon** homeworld. The fleeing Klingon criminal, **Korris**, accused those living in Kling of being traitors, as they had encouraged Klingons to soften. (*Starship Log: 'Heart of Glory' [TNG]*) **SEE FILES 11, 48, 69**

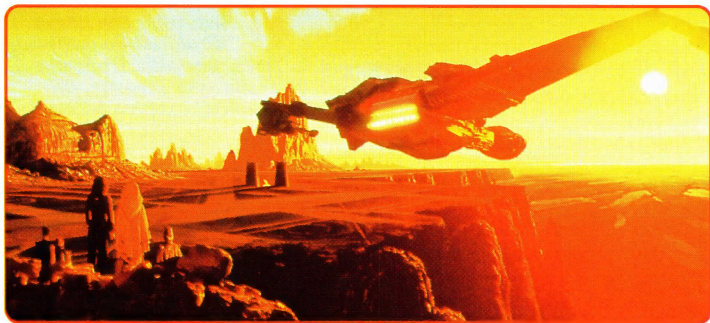


Klingon A member of the race of humanoid warriors from **Qo'noS**. Klingons value honor above life; **Kahless the Unforgettable** defined the Klingon way 1500 years ago. As of 2375, the Klingons are allied with the **Federation**. (*Starship Log: 'Errand of Mercy' [TOS]; 'Encounter at Farpoint' [TNG]; 'Past Prologue' [DS9]; 'Caretaker' [VOY]*) **SEE FILES 11, 34, 48, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78**

◀ **The Klingons are a fearsome race, who value military prowess and honor above all else. Their history is full of war and conflict.**

Klingon Attack Cruiser In the 24th century, the larger, **Vor'cha**-class **Klingon** fighting vessels are the latest incarnation of the **Klingon Battle Cruiser**. At various times, **Starfleet** ships have gone into combat with, and against, these vessels. **K'mpec** traveled in such a ship to see **Captain Jean-Luc Picard** in 2367. (*Starship Log: 'Reunion' [TNG]; 'The Way of the Warrior' [DS9]*) **SEE FILES 11, 34, 69, 70**

Klingon Battle Cruiser This class of ship first appeared in the 2260's, and was later exchanged with the **Romulans** for cloaking technology. Twenty years later, the updated **K't'inga**-class ships began replacing the originals. (*Starship Log: 'Errand of Mercy' [TOS]; Star Trek: The Motion Picture*) **SEE FILES 11, 34, 68, 72**



▶ **The KLINGON BIRD-OF-PREY is a versatile ship that can operate within a planet's atmosphere, as well as in space.**

Klingon Bird-of-Prey These fast, maneuverable ships require only a dozen crew members. Versions of the **Klingon Bird-of-Prey** have been used for many years, and include the **B'rel** and **K'Vort** classes. (*Starship Log: Star Trek III: The Search for Spock*) **SEE FILES 11, 34, 69, 70, 74, 75, 76, 77, 78**

Klingon calendar System for reckoning dates in Klingon culture. Its manner of computation is uncertain, although, according to **Worf's Rotarran** combat log, the 53rd day in the **Year Of Kahless 999** falls within **Federation** year 2373. (*Starship Log: 'Soldiers of the Empire' [DS9]*) **SEE FILES 11, 70**

Klingon civil war From 2367 to 2368, this contest for Klingon leadership was fought between the forces of **Gowron** – unofficially aided by the **Federation** – and the **Duras** family, who were secretly backed by **Romulans**. Gowron was the victor. (*Starship Log: 'Redemption', Parts I and II [TNG]*) **SEE FILES 11, 43, 48, 69**

Klingon death ritual When a **Klingon** dies, his companions surround him, make sure his eyes are open, and roar toward the



heavens. This is a warning that the deceased warrior is on his way to **Sto-Vo-Kor**, the Klingon afterlife. (*Starship Log: 'Heart of Glory' [TNG]; 'Tears of the Prophets' [DS9]*) **SEE FILES 11, 69, 70**

▶ **Worf joined two Klingon renegades when they performed the Klingon death ritual for a fallen comrade.**

Klingon Defense Force The Klingon armed forces organization. It coordinates Klingon defenses, offenses, and the starships of the Klingon fleet, in the name of the **Klingon Empire**. (*Starship Log: 'Heart of Glory' [TNG]*) **SEE FILES 11, 34, 48, 69, 70**

Klingon Empire The **Klingon Empire** comprises all the worlds and territories conquered and ruled by the government on the Klingon homeworld. The empire has existed, in varying forms, for around 1500 years. (*Starship Log: 'The Savage Curtain' [TOS]*) **SEE FILES 11, 68**

Klon peags Quark thought these were just sticks in an ornate box, and would not accept them as a **dabo** wager. To the **Wadi**, however, klon peags are cherished, and have many uses. (*Starship Log: 'Move Along Home' [DS9]*) **SEE FILES 18, 70**

Kloog Humanoid male among the **drill thralls** kidnapped to **Triskelion**, whom **Kirk** battled in 2268. Kloog had size, strength, and experience on his side, but Kirk still won the fight. (*Starship Log: 'The Gamemasters of Triskelion' [TOS]*) **SEE FILES 18, 68**

Klorn A measure of liquor, probably **Klingon** in origin. (*Starship Log: 'Blood Oath' [DS9]*) **SEE FILES 11, 70**

Klothos The **Klothos**, a **Klingon D-5 Cruiser**, was once commanded by **Kor**. From this ship, he commanded the **First Division** during the celebrated Klingon victory over the **Federation** at **Caleb IV**. (*Starship Log: 'Once More into the Breach' [DS9]*) **SEE FILES 11, 48, 70**

KLS stabilizer On the **U.S.S. Voyager**, this piece of equipment is found in engineering. It preserves the uniformity of the warp core's energy production. (*Starship Log: 'Phage' [VOY]*) **SEE FILES 29, 71**